PRIMA'S OFFICIAL STRATEGY GUIDE

GAUNTLET® LEGENDS

COVERS
SEGA DREAMCAST
PLAYSTATION®
NINTENDO 64

PRIMA® GAMES

MIDWAY® GAMES INC.

Greg Kramer
Chip Daniels
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Controls

Moving through the worlds of *Gauntlet Legends* is easy thanks to the simple controls that make travelling, attacking, and power-up usage effortless. Use the diagram below for quick reference. For full discussion of controls and other basic issues, consult your *Gauntlet Legends* owner's manual.

N64

- ↑ Move up
- ↓ Move down
- ← Move left
- → Move right
- Ⓐ Attack
- Ⓑ Magic
- Ⓩ Turbo
- Ⓡ Activate Inventory item
- ©▲ Inventory scroll, up
- ©▼ Inventory scroll, down
- ©◀ Inventory scroll, left
- ©▶ Inventory scroll, right

PSX

- ↑ Move up
- ↓ Move down
- ← Move left
- → Move right
- × Attack
- ● Use Potion
- ■ Turbo
- ▲ Activate Inventory item
- L1 or R1 Cycle inventory/ Status Menus
- R2 or L2 Cycle items in Inventory

Dreamcast

- ↑ Move up
- ↓ Move down
- ← Move left
- → Move right
- × Magic
- ● Use Potion
- Ⓑ Turbo

(Inventory scrolling is N/A in Dreamcast version)

Game Structure

Gauntlet Legends is a nonlinear experience. Consisting of 32 stages for the N64 (22 basic, 6 boss, and 4 secret), 38 stages for the PSX (26 basic, 6 Boss, and 6 secret), and 35 stages for the Dreamcast version (23 basic, 6 boss, 5 secret, 1 bonus). The game is best played by switching from game world to game world. As such, things can get *a little* confusing. Don't panic, here are the basics.

Worlds

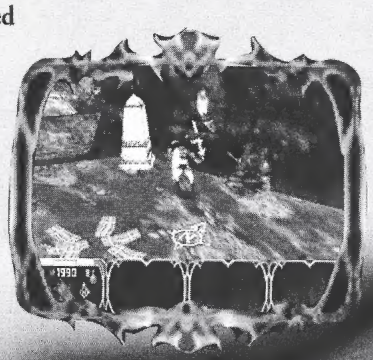
The game is divided into seven "worlds": Mountain, Castle, Town, Ice, Cathedral, Battlefield, and Underworld. The seven worlds in Dreamcast are Mountain, Castle, Desert, Forest, Cathedral, Battlefield, and Underworld. Each world contains from two to seven stages. All of the worlds are connected at a central hub, "Sumner's Tower." From here you meet with your guide, Sumner, purchase power-ups, purchase attributes and sell power-ups (N64 only), get hints, and access the portals to each world.

Goals

At any given time, you will be searching for four types of goals described here.

OBELISKS

You must touch a series of Obelisks to open gates to other worlds. Once all of the Obelisks in a given world have been touched, Sumner will open the corresponding gate on your next visit to the Tower.



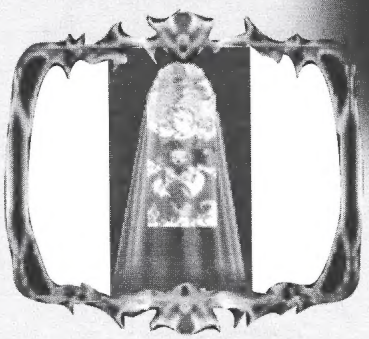
OBELISK CONNECTIONS

Found In (World/Stages)	Open World
Mountain/1,2,3	Castle
Castle/1,2	Town
Town/1,2	Ice

OBELISK CONNECTIONS (DREAMCAST)

Found In (World/Stages)	Open World
Mountain/1,2,4	Castle
Castle/1,2,4	Desert
Desert/1,3,4	Forest

STAINED GLASS SHARDS



To open the gate to the Cathedral world, you must win four Stained Glass Shards from the bosses of the Mountain, Castle, Town, and Ice worlds. The four worlds in Dreamcast version are Mountain, Castle, Desert and Forest. Only when you have defeated all four bosses will you be able to enter the Cathedral world. Whenever you return to the Tower with a Shard, Sumner restores it to the Stained Glass Window. When all four pieces are in place, you may enter the Cathedral world by standing in the light of the window.

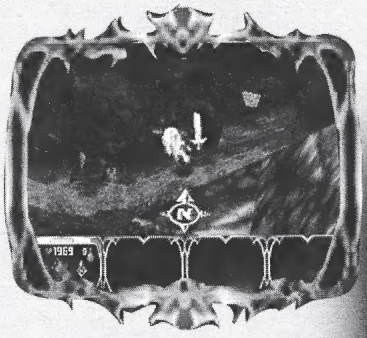
LEGEND ITEMS

Hidden in several stages are five Legend Items, each a powerful relic that will help you defeat one of the game's bosses. Each Legend Item corresponds to a particular boss, though never the boss of the world in which the item is found. If you enter a boss's chamber with the correct Legend Item, you'll see an in-game cut scene of your Hero using it (N64 only). You will *then* face the beast. It's possible—but very difficult—to beat the bosses without the Legend Items.

LEGEND ITEMS (All Legend Items the same for Dreamcast except where noted in parenthesis)

Item	Found In (World/Stage)	Corresponds to Boss (Name/World)
Scimitar of Rasha	Mountain/5 (Mountain/4)	Chimera/Castle
Ice Axe of Untar	Castle/4 (Castle/5)	Dragon/Mountain
Scroll of Tarkana (Poison Bellows)	Town/3 (Desert/4)	Yeti/Ice (Queen Spider/Forest)
Marker's Javelin (Blue Lamp)	Ice/4 (Forest/4)	Plague Fiend/Town (Genie/Desert)
Soul Saviour	Battlefield/2 (Cathedral/1)	Skorne/Underworld (Skorne/Cathedral)

RUNE STONES



To open the Underworld, the game's final stage, you must collect 13 Rune Stones. As you gather them, Sumner places these stones in a circle on the floor of the Tower. Once you have all 13, the portal to the Underworld opens.

RUNE STONES

World	Stages
Mountain	2,4,5
Castle	1,2,3
Town	2,3,4B
Ice	1B,2B,3B
Battlefield	3

RUNE STONES (DREAMCAST)

World	Stages
Mountain	1,2,5
Castle	1,3,4
Desert	1,2,4
Forest	2,3,4
Battlefield	3

Doing Battle

Normal Combat

Fighting in *Gauntlet Legends* is as easy as pushing a button. To attack, press Ⓐ (PSX: ×) while moving the analog joystick to control the direction of attack. The distance to an enemy automatically dictates whether your Hero will swing his or her weapon or throw a projectile attack.

Turbo Attacks

Turbo Attacks are performed by pressing down Ⓩ and Ⓐ (PSX: ■ and ×) (Dreamcast: Ⓐ and Ⓑ) simultaneously. The type of attack your Hero performs depends on how much power is built up in your Turbo meter. This multi-colored strip atop your status display recharges over time.

Each Hero has three unique Turbo Attacks of increasing devastation. The color of the meter indicates which attack your Hero will perform: green (level 1 Turbo Attack), yellow (level 2 Turbo Attack), or red (level 3 Turbo Attack).

Finally, you may also Bull Rush through a crowd of enemies by holding Ⓩ (PSX: ■) (Dreamcast: hold down Ⓑ in conjunction with the analog joystick.) Your Hero will rush in the direction you indicate, slashing wildly at anyone in his or her way. This is a great way to get to a troublesome generator in a hurry.

Magic

Magic abilities are fueled by Magic Potions found around the stages or bought from Sumner; each Magic Attack consumes one Magic Potion. To execute a Magic Attack, press Ⓑ (PSX: ●) (Dreamcast: Ⓧ). You may carry no more than nine Potions in your pouch.

Magic can also function as a shield, damaging anything that touches your magical dome of protection. Simultaneously press Ⓩ and Ⓑ (PSX: ■ and ●) (Dreamcast: Ⓧ and Ⓑ) to activate this shield. This is a very effective way to rush a generator.

You can throw magic by simultaneously pressing Ⓐ and Ⓑ (PSX: × and ●) (Dreamcast: Ⓧ and Ⓐ). The thrown bottle will detonate on impact and spread destruction around a limited radius. Practice throwing magic to get a feel for the required distance and area of effect.

If you attack a Magic Potion Bottle, it will detonate and damage anyone around it. The effect is less than if you had the Potion in your possession, but it can be effective in a pinch. Be careful to only attack Magic when you intend to.

There are two other uses for Magic. First, if you uncover a hunk of poisoned food, using Magic near it makes the food edible. Also, if you know that a chest contains Death, you may use Magic on it before you open the chest to convert Death into food—you give up the experience you would have received, but it's good insurance if you're low on health.

Secret Stages and Heroes

The secret stages in *Gauntlet Legends* are small but they serve a very important purpose. Entering these stages allows you to pick up tokens strewn about the area—collect 50 (PSX: all the tokens) tokens and you unlock one of the game's five secret Heroes. Once the secret Heroes are unlocked, you may switch to them if you wish (see the Characters section for more information), but you cannot start new games with them.

Dreamcast players do not need to collect all coins in a secret level to get access to a secret character. When your character reaches level 25, simply go to the character select screen, select "new" and hold down the turbo button and you get to select the secret character for the character that you had at level 25.

BONUS STAGES (PSX ONLY)

When you complete the game four new bonus levels open. These bonus levels (Forest Village, Desert Tombs, Castle Barracks and Mountain Summit) contain some new enemies.

BONUS FEATURES (PSX)

After you hit experience level 99 go to the Game Menu. Select Configure Audio. Now you can select "Jukebox" to listen to any tune or "Theater" to watch any movie—even some that weren't in the game.

SECRET STAGES

Name	Entry (World/Stage)	N64	PSX
Gauntlet Treasure Room	Mountain/3	Minotaur	Minotaur
Space Station #5	Castle/4	Falconess	Jackal
Psychedelic Stun Chamber	Town/1	Tigress	Falconess
Abandoned Beacon	Ice/2C	Jackal	None
Shadow Maze	Battlefield/1B	Sumner	Tigress
Bonus Stage (PSX)	Go to the Castle Barracks Bonus Level to find this stage and a small surprise.		

SECRET STAGES ACCESS (DREAMCAST)

Name	Entry (World/Stage)
Volcanic Cavern	Mountain/5
The (Castle) Armory	Castle/3
The Mystic Pyramid	Desert/3
The Ancient Tree	Forest/3
The Infernal Fortress 2	Battlefield/3B
Bonus Stage	In addition to the secret stages available in the Dreamcast version is one bonus level, the Mausoleum.

CHEAT CODES (PSX ONLY)

Enter codes as "names" for new characters.

Code	Effect
GASAWAY	Makes the selected character level 99
ICE	Gives you maximum on the 'deluxe combo' power-ups
CRAZY	Opens up the bonus levels
LOCK UP	Opens up all levels (including bonus levels)
MESSIAH	All of the above

Difficulty

(N64) The difficulty you choose (Normal, Advanced, and Expert) has three effects on gameplay. Choosing a higher level:

1. Raises enemy health and speed and the damage they can inflict.
2. Decreases the amount of health your Hero gains with each promotion in character level.
3. Decreases the amount of health your Hero begins with.

(Dreamcast) The Dreamcast version has Easy, Medium, Hard, and Very Hard difficulty settings.

Number of Players

The number of players involved in a game dramatically affects what you will find and who you will fight in your quest. Note that the walkthroughs contained in this book describe the solo player experience.

Adding additional Heroes increases the number of enemy generators. It also adds power-ups and larger enemy variations that don't appear when a level is played with only one player.

Many maps contain areas that were designed to be accessed only in multiplayer games. Though these areas require two people to open like where one character stands on the switch while the other enters, they are often visible in solo mode and a crafty single player can still enter them. See Section 5 for details.

Returning to a Stage

You may return to any stage as many times as you like. If you are returning because you failed to find a Rune Stone, Sumner will be present in the stage to give you hints and guidance to help you find the missing stones.

The stages will always be the same when you return unless your character has exceeded the stage's maximum character level. Each stage in *Gauntlet Legends* has a maximum character level assigned to it. If you enter a stage with a character above the maximum level such as a Level 15 Wizard, you will play against the stage as if you were two players rather than one (which means more generators, new monster variations, new power-ups, and more). This is a great way to give yourself a tougher solo challenge once you've developed a kickin' Hero. It is also an excellent way to stock up on health, keys, and Potions.

Shopping

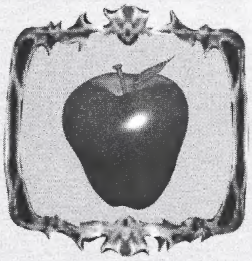
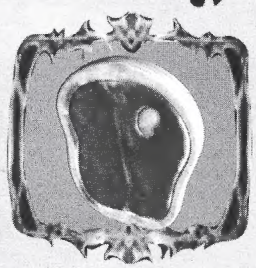
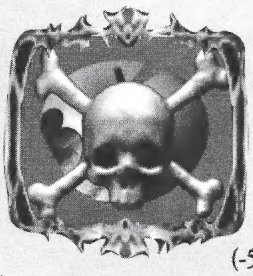
N64: You may buy or sell items to purchase upgrades in your statistics (Health, Strength, Speed, Magic, or Armor) by talking to Sumner. Approach the old wizard in the Tower to access his menu and select "Shop." Scroll through items (most power-ups plus keys and potions) and attributes by pressing ©▲ and ©▼. Purchase an item (if you have enough gold) by pressing ©► and sell (if you have any of the item) by pressing ©◄. Note that you cannot sell attributes.

PSX: There's a shop in Sumner's Tower to purchase items which cannot be sold. You cannot purchase upgrades in your statistics. Use the control pad to select your item and press ✕ to purchase.

Dreamcast: You cannot purchase anything by talking to Sumner. You are prompted to shop each time you complete a level.

ITEMS

Food

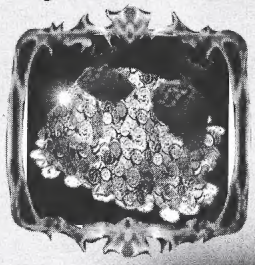




Food provides a health boost when consumed. Don't worry, though, food is now indestructible so you'll no longer know the shame of hearing "Wizard shot the food!" Food comes in three general categories: Fruit (+50 health points), Meat (+100 health points), or Poisoned Food (-50 health points). Note that Poisoned Food can be turned into edible food by bombarding it with Magic. This makes it a very expensive meal, but if you really need it, a necessary luxury.

Keys

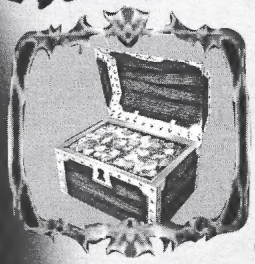
Keys open both chests and certain doors (ones adorned with keyholes). Don't waste keys when you don't have to (when there's an unlocked alternate route). Your key ring can hold a maximum of *nine* keys.

Gold



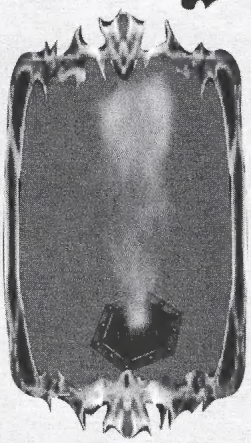
Collect it and hoard it if it makes you happy. It's best, however, to use it to buy power-ups or attributes from Sumner. (**PSX:** You can't buy attributes.)

Chests



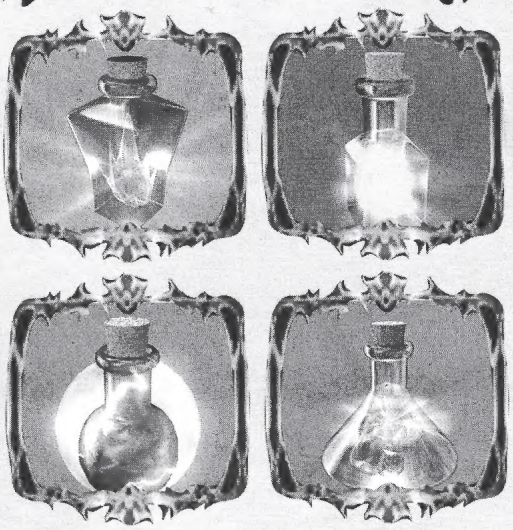
Chests can only be opened with keys and contain both good and bad surprises. For example, chests can house Food, Gold, or Magic Potions. They can also conceal Poisoned Food or Death himself. Using Magic on a chest containing Death (before you open it) converts him to life-giving Food.

Traps



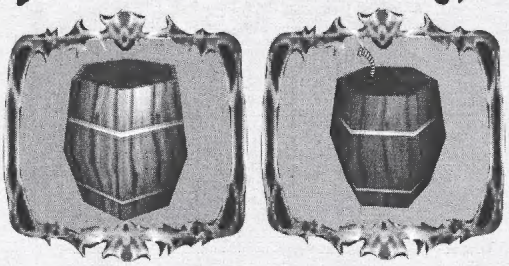
Stages are filled with traps designed to both keep you out and take away at your health. Learn to recognize these traps, and walk slowly in unfamiliar areas to avoid stumbling into needless damage. Often the camera angle conspires to help you overlook traps, so be careful when unusual angles are used. Some examples of traps are floor spikes, force fields (not in PSX), and flame jets. Use the Levitate power-up to walk through traps without damage.

Magic Potions



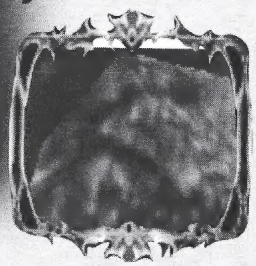
Magic Potions come in various colors and have different effects. They can be used straight, as a defensive shield, or as a magical thrown hand grenade. Potions are the only certain way to kill Death. Collect and use them very wisely; they're scarce.

Barrels



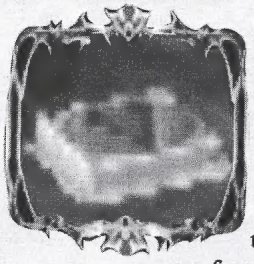
Barrels litter the countryside in every World. Break conventional (brown) Barrels open for surprises (Food, Gold, Magic Potions, power-ups, or Death). Explosive (red) Barrels forcefully detonate when struck, damaging anyone in the immediate area. Poison (green) Barrels release a cloud of poison gas that floats for a time, injuring anyone nearby.

Destructible Walls



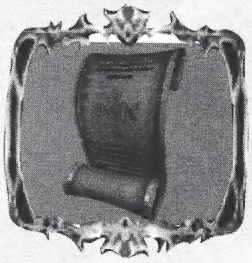
Various walls can be attacked or destroyed to find important, hidden items. Keep an eye out for oddly-colored or -shaped areas.

Switches or Triggers



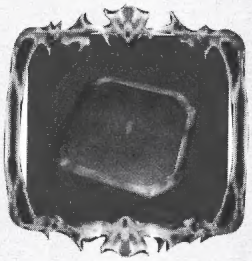
When they're red, they are inactive. Step on them to turn them green and open a wall somewhere, raise an elevator, etc. Note that the arrow on a switch indicates the general direction of the thing it affects. Switches are often hidden behind destructible walls, under barrels, or in other places.

Scrolls (N64 & PSX)



Scrolls are your source for valuable story information and hints on the location of important items and puzzle solutions. Of course, all of that information is contained in this book too. Step on a scroll to read it.

Transporters



Transporters beam you to the next closest transporter. Consult the walkthrough maps for precise transporter connections.

Power-Ups (N64 & PSX)

Power-ups are the difference between victory and becoming a pile of bleached bones. They are your best friends in the world, but you have to know how to use them properly.

When you gather power-ups during the game, they are added to your inventory unless you have reached capacity for that power-up. When you receive a new power-up, it is active immediately. If you are not ready to use it yet, quickly press R (PSX: ▲)to toggle off the power-up. Certain power-ups (Invulnerability, Death Halo) are turned on automatically and cannot be toggled off—be prepared to use them immediately.

Scroll through your inventory to bring your chosen power-up to the front and press R (PSX: ▲)to turn it on. You can have more than one power-up on at a time; just scroll to another power-up and switch *it* on too. If two power-ups conflict, the first is turned off.

Most power-ups can be purchased from Sumner; see the table for prices.
(DREAMCAST) The Dreamcast version has no inventory system, so you will have to use the power-ups scattered throughout the levels as you find them. The Dreamcast version contains all of the same power-ups as the N64 & PSX versions.

Icon	Name	Limit (Time/ Shots)	Effect	Buy Price	Toggle
	3-Way Shot	30 sec.	3 projectiles per shot	600	Yes
	5-Way Shot	30 sec.	5 projectiles per shot	1,250	Yes
	Acid Amulet	30 sec.	Increases Damage	500	Yes
	Acid Breath	5 shots	Short-range acid jet	600	Yes
	Electric Amulet	30 sec.	Increases damage	500	Yes
	Electric Breath	5 shots	Short-range electric jet	600	Yes
	Electric Shield	10 sec.	Wall of electricity surrounds Hero damaging enemies that come in contact	1,250	Yes
	Fire Amulet	30 sec.	Increased damage	500	Yes
	Fire Breath	5 shots	Short-range jet	600	Yes
	Fire Shield	10 sec.	Wall of fire in front of Hero	1,250	Yes
	Halo	90 sec.	Protects Hero from Death and sucks health from Death and into Hero	N/A	No
	Invisibility	30 sec.	Enemies can't see Hero	1,000	Yes
	Invulnerability (Silver)	35 sec.	Hero can't be damaged	N/A	No
	Invulnerability (Gold)	35 sec.	Hero can't be damaged and gains health when attacked	N/A	No
	Levitate	30 sec.	Player floats above all floor traps	600	Yes

Icon	Name	Limit (Time/ Shots)	Effect	Buy Price	Toggle
	Light Amulet	30 sec.	Increases damage	500	
	Phoenix	40 sec.	Powerful Familiar floats above and attacks with Hero	800	Yes
	Player Growth **N64 only**	25 sec.	Hero doubles in size and does more damage	750	Yes
	Rapid Fire	40 sec.	Triples firing rate	800	Yes
	Reflect Shield **N64 only**	10 sec.	Deflects enemy projectiles protecting you from harm	1,000	Yes
	Reflect Shot **N64 only**	20 sec.	Your shots bounce off walls	600	Yes
	Shrink Enemies **N64 only**	30 sec.	Shrinks monsters to half size and lowers their health	1,000	Yes
	Skorne's Gauntlet 1	100 shots	Electric projectile	N/A	Yes
	Skorne's Gauntlet 2	100 shots	Light projectile	N/A	Yes
	Skorne's Horns	50 shots	Powerful acid breath	N/A	Yes
	Skorne's Mask	50 shots	Powerful fire breath	N/A	Yes
	Speed Boost	20 sec.	Doubles foot speed	500	Yes
	Supershot **N64 only**	3 shots	Inflicts high damage to all enemies in its path	1,000	Yes
	Thunder Hammer	3 shots	Inflicts high damage on all nearby enemies	1,500	Yes
	Timestop	10 sec.	Freezes all enemies	1,500	Yes

Introduction

To begin your quest, you choose from four basic Heroes. To anyone who knows the name "Gauntlet," the characters should be familiar: Warrior, Valkyrie, Wizard, and Archer (formerly "Elf"). In the Dreamcast version, in addition to those just mentioned, you may choose between four other heroes (Dwarf, Knight, Sorceress and Jester). Once you unlock any of the game's five secret Heroes, you may (and should) switch to these characters at will.

Character Levels

Experience begets higher Character Levels that, in turn, beget higher character statistics. Of special note are five level milestones that grant you special powers.

- **Level 10: Larger weapon**
- **Level 25: A Familiar who fires with the Hero**
- **Level 50: A more powerful Familiar**
- **Level 75: Larger weapon**
- **Level 99: Surprise!**

Hero	Level 10	Level 25	Level 50	Level 75	Level 99
Valkyrie	Guardian	Defender	Champion	Captain	Legend
Warrior	Hero	Veteran	Champion	Master	Legend
Archer	Scout	Veteran	Ranger	Master	Legend
Wizard	Mage	Conjurer	Sorcerer	Archmage	Legend
Falconess	Hero	Veteran	Champion	Master	Legend
Minotaur	Hero	Veteran	Champion	Master	Legend
Tigress	Scout	Veteran	Ranger	Master	Legend
Jackal	Mage	Conjurer	Sorcerer	Archmage	Legend
Sumner	Mage	Conjurer	Sorcerer	Archmage	Legend

Standard Heroes

Valkyrie

STARTING STATS

N64

- Strength: 130
- Speed: 130
- Magic: 100
- Armor: 130

PSX

- Speed: 590
- Magic: 55
- Armor: 390
- Fight Power: 80
- Shot Power: 75

Dreamcast

- Strength: 300
- Speed: 300
- Armor: 450
- Magic: 300

TURBO ATTACKS

- Level 1: Flip Assault or Giant Flying Blade
- Level 2: Multi-Blade Arc
- Level 3: Sky Lance

Warrior

STARTING STATS

N64

- Strength: 150
- Speed: 115
- Magic: 90
- Armor: 120

PSX

- Speed: 510
- Magic: 90
- Armor: 300
- Fight Power: 110
- Shot Power: 100

Dreamcast

- Strength: 600
- Speed: 350
- Armor: 300
- Magic: 0

TURBO ATTACKS

- Level 1: Underhand Chop or Overhead Throw
- Level 2: Fire Arc
- Level 3: Plasma Trail

Archer

STARTING STATS

N64

- Strength: 100
- Speed: 145
- Magic: 100
- Armor: 80

PSX

- Speed: 620
- Magic: 70
- Armor: 95
- Fight Power: 35
- Shot Power: 60

Dreamcast

- Strength: 250
- Speed: 600
- Armor: 200
- Magic: 300

TURBO ATTACKS

- Level 1: Poison Arrow or Triple Arrow
- Level 2: Double Bow
- Level 3: BFG

Wizard

STARTING STATS

N64

- Strength: 80
- Speed: 120
- Magic: 160
- Armor: 90

PSX

- Speed: 440
- Magic: 108
- Armor: 25
- Fight Power: 30
- Shot Power: 110

Dreamcast

- Strength: 250
- Speed: 350
- Armor: 150
- Magic: 600

TURBO ATTACKS

- Level 1: Scepter Slam or Energy Ball
- Level 2: Rock Shower
- Level 3: Demon Skull

Secret Heroes (Dreamcast Only)

Dwarf

- Strength: 600
- Speed: 300
- Armor: 350
- Magic: 0

Knight

- Strength: 350
- Speed: 300
- Armor: 450
- Magic: 250

Sorceress

- Strength: 200
- Speed: 400
- Armor: 150
- Magic: 600

Jester

- Strength: 200
- Speed: 600
- Armor: 200
- Magic: 350

Secret Heroes

Secret Heroes are unlocked by collecting coins in the five secret stages. For a listing of these stages, consult section 1 or the appropriate stage walkthrough. Once these Heroes are unlocked, you may switch to them but you can't start new games with them.

Secret Heroes are generally identical to their normal counterparts (Valkyrie becomes Falconess), but they have one advantage that demands switching to them as soon as they become available: When a Secret Hero is promoted, the increase in its statistics is greater than for one of the four basic characters.

Falconess

UNLOCKED BY SECRET STAGE

TURBO ATTACKS

- **Level 1: Flip Assault or Giant Flying Blade**
- **Level 2: Multi-Blade Arc**
- **Level 3: Sky Lance**

Minotaur

UNLOCKED BY SECRET STAGE

TURBO ATTACKS

- **Level 1: Underhand Chop or Overhead Throw**
- **Level 2: Fire Arc**
- **Level 3: Plasma Trail**

Tigress

UNLOCKED BY SECRET STAGE

TURBO ATTACKS

- **Level 1: Scepter Slam or Energy Ball**
- **Level 2: Rock Shower**
- **Level 3: Demon Skull**

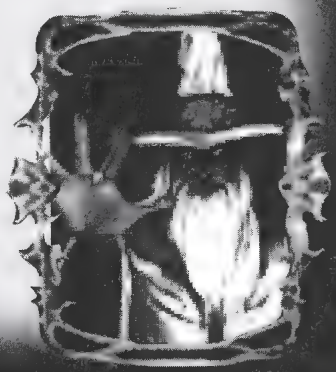
Jackell

UNLOCKED BY SECRET STAGE

TURBO ATTACKS

- **Level 1: Poison Arrow or Triple Arrow**
- **Level 2: Double Bow**
- **Level 3: BFG**

Sumner (N64 Only)



UNLOCKED BY SECRET STAGE

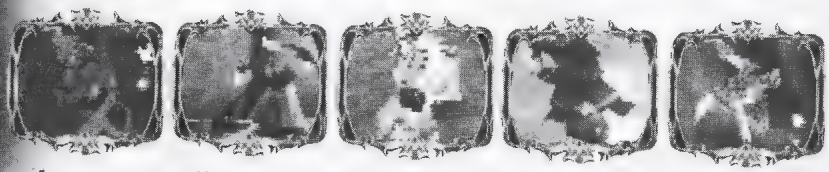
- **Shadow Maze (Battlefield)**

TURBO ATTACKS

- **Level 1: Scepter Slam or Energy Ball**
- **Level 2: Rock Shower**
- **Level 3: Demon Skull**

Standard Enemies

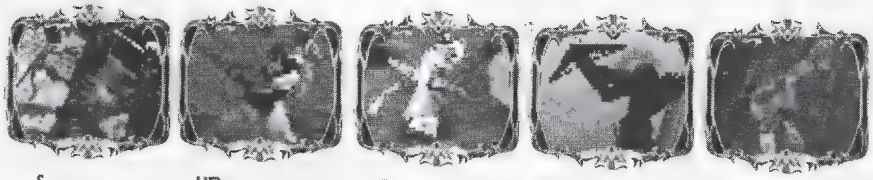
Bomber



Size	HP	Attack Damage	Generator
Normal	10–16	18–29	No

> **Note**
>
> **Dreamcast and PSX** *users will notice some different enemies than those listed here. Specifically, in the Desert and Forest Realms. In the Desert Realm you will find Egyptian Grunts, Cobras, Mummies, and a Sand Golem. The Forest Realm features Lizard Grunts, Spiders, Trent, and a Swamp Golem.*

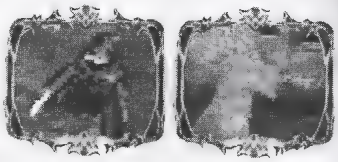
Bowman



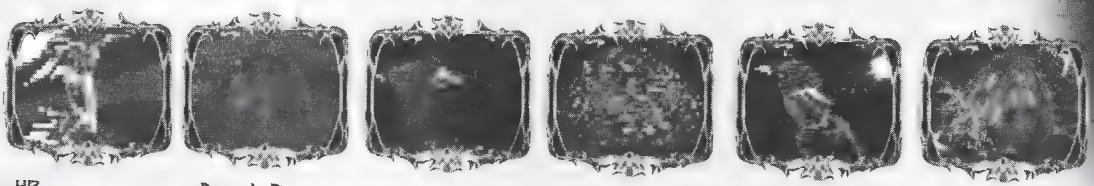
Size	HP	Attack Damage	Generator
Normal	10–16	22	No

Death

Death is a special character. He can not be killed with conventional weapons. The best way to deal with him is to use a single magic potion on him, banishing him instantly. Death lurks in two kinds of places—in barrels, chests, and other containers, or as a Statue. In either case, when you open his container or shoot or touch his Statue, he comes to life and immediately begins to suck your life away.

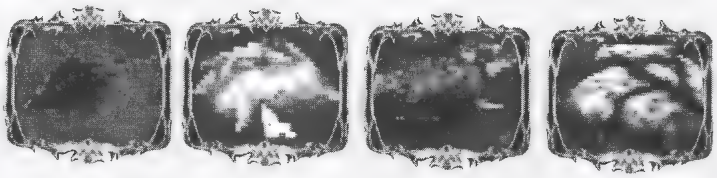


Demon



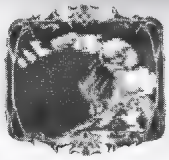
Size	HP	Attack Damage	Generator
Small	10	6	Yes
Medium	20	12	Yes
Large	30–53	18–32	Yes

Giant Rat



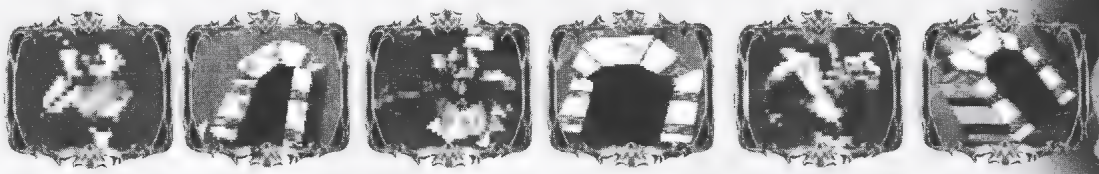
Size	HP	Attack Damage	Generator
Small	7	7	Yes
Large	14	14	Yes

Granite Golem



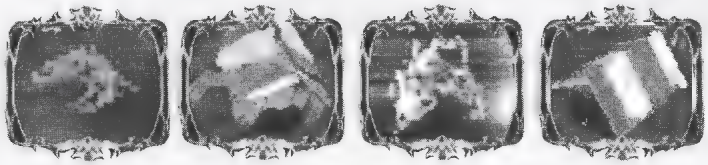
Size	HP	Attack Damage	Generator
Large	338	34	No

Grunt



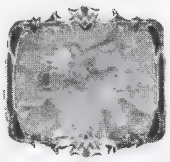
Size	HP	Attack Damage	Generator
Small	11	6	Yes
Medium	23	11	Yes
Large	34	17	Yes

Hell Hound



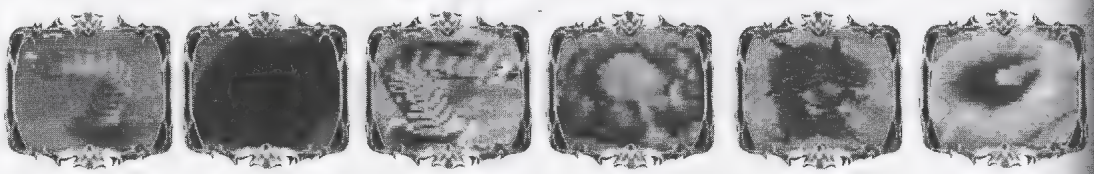
Size	HP	Attack Damage	Generator
Small	17	8	Yes
Large	34	16	Yes

Ice Golem



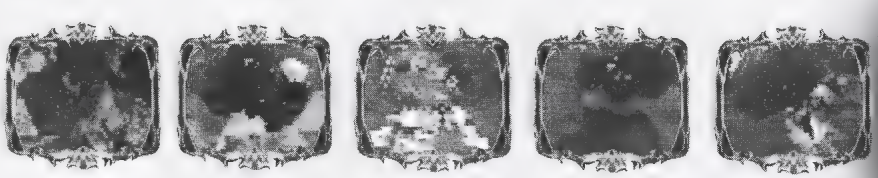
Size	HP	Attack Damage	Generator
Large	413	42	No

Ice Worm



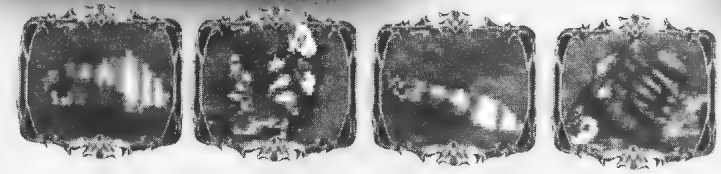
Size	HP	Attack Damage	Generator
Small	14	8	Yes
Medium	28	17	Yes
Large	41	25	Yes

Kamikaze



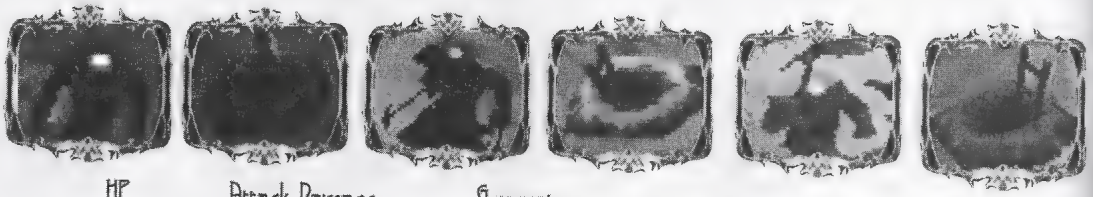
Size	HP	Attack Damage	Generator
Normal	10–16	30–49	No

Maggot



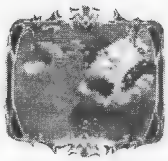
Size	HP	Attack Damage	Generator
Small	6	6	Yes
Large	13	13	Yes

Mutated Miner



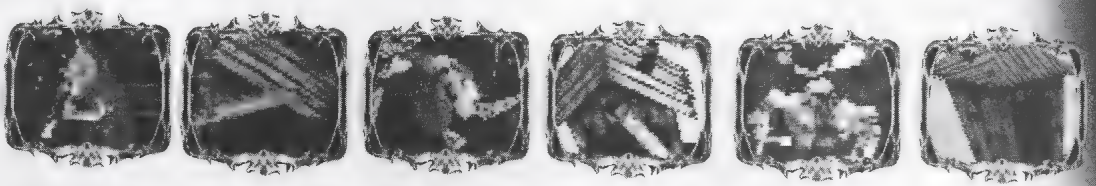
Size	HP	Attack Damage	Generator
Small	14	7	Yes
Medium	28	14	Yes
Large	41	21	Yes

Plague Golem



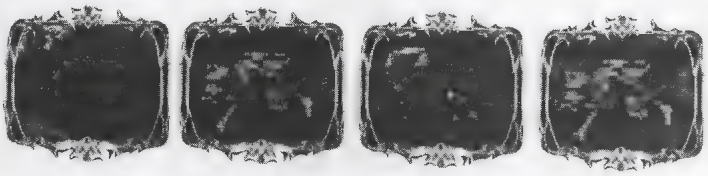
Size	HP	Attack Damage	Generator
Large	375	38	No

Plague Grunt



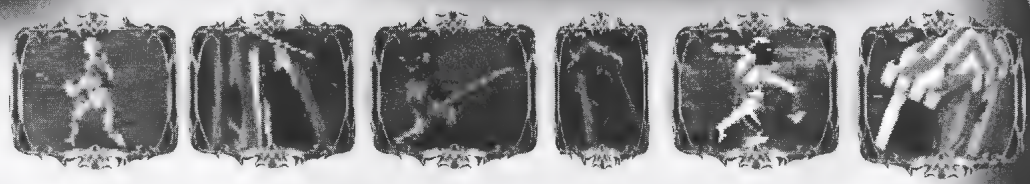
Size	HP	Attack Damage	Generator
Small	13	8	Yes
Medium	25	15	Yes
Large	38	23	Yes

Scorpion



Size	HP	Attack Damage	Generator
Small	11	5	Yes
Large	21	10	Yes

Skeleton

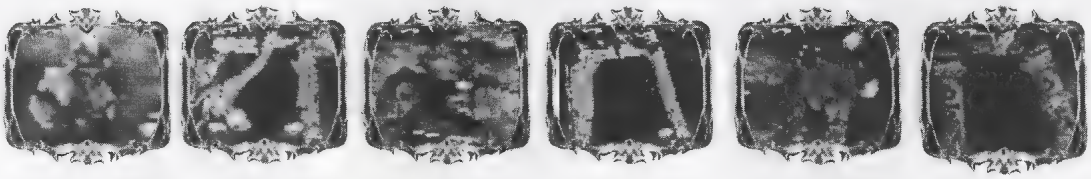


Size	HP	Attack Damage	Generator
Small	16	10	Yes
Medium	33	20	Yes
Large	49–53	29–32	Yes

Stone Golem

Size	HP	Attack Damage	Generator
Large	300	30	No

Troll

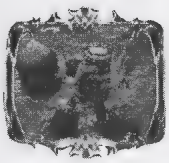


Size	HP	Attack Damage	Generator
Small	10	5	Yes
Medium	20	10	Yes
Large	30	15	Yes

Undead Knight

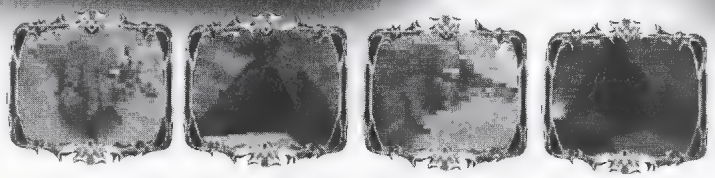
Size	HP	Attack Damage	Generator
Small	11	7	Yes
Medium	23	14	Yes
Large	34–45	20–27	Yes

Wood Golem



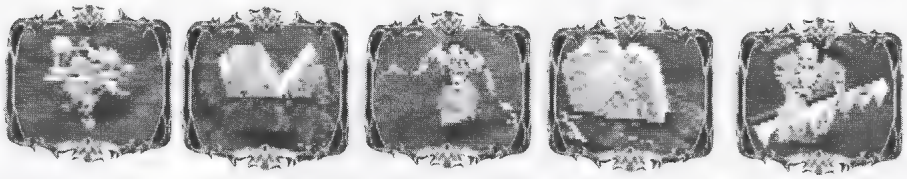
Size	HP	Attack Damage	Generator
Large	488	49	No

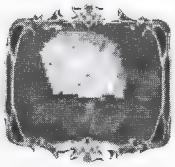
Wolf



Size	HP	Attack Damage	Generator
Small	14	7	Yes
Large	29	14	Yes

Zombie



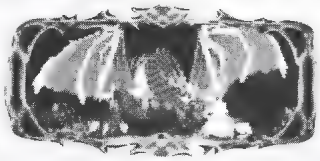


Size	HP	Attack Damage	Generator
Small	21	4	Yes
Medium	42	8	Yes
Large	63–88	13–18	Yes

Bosses

Dragon

World: Mountain
Legend Item: Ice Axe of Untar
Reward: Stained Glass Shard

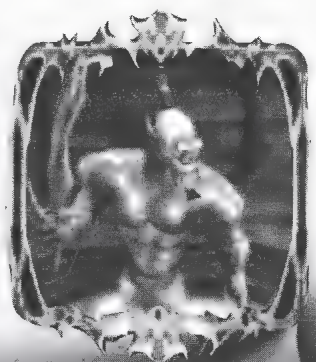


Chimera

World: Castle
Legend Item: Scimitar of Rasha
Reward: Stained Glass Shard

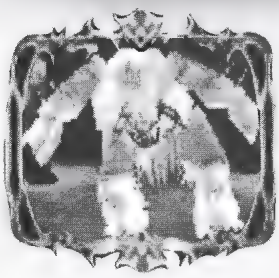
Plague Fiend (Genie)

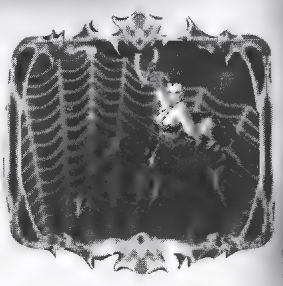
World: Town (Desert)
Legend Item: Marker's Javelin (Blue Lamp)
Reward: Stained Glass Shard



Yeti (Queen Spider)

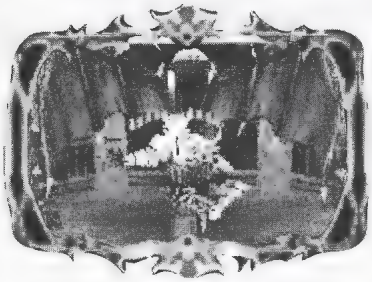
World: Ice (Forest)
Legend Item: Scroll of Tarkana (Poison Bellows)
Reward: Stained Glass Shard





Skorne (Earthly Incarnation)

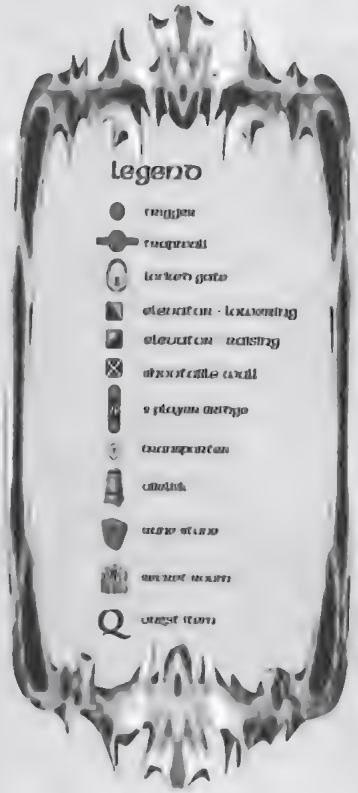
World: Cathedral
Legend Item: None
Reward: Skorne's Gauntlets, Mask, and Horns
Battlefield door opens



Skorne (Underworld)

World: Underworld
Legend Item: Soul Saviour
Reward: Absolute Victory!
Cinematic ending and Halo

Valley of Fire



Goals

- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

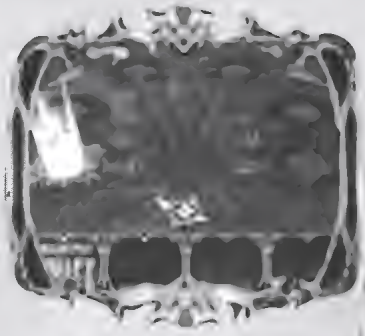
Enemies

- Bowmen
- Trolls

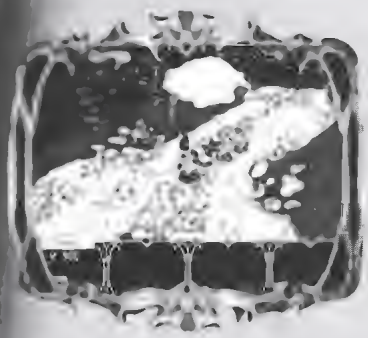
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Fire Amulet
- Fire Breath
- Speed Boost

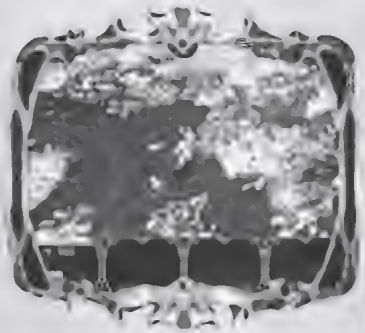
Walkthrough



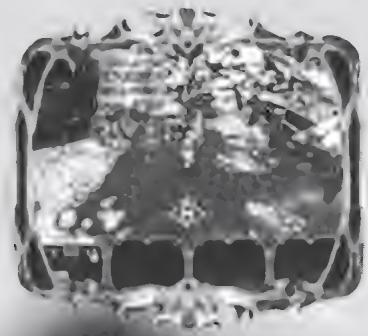
As your adventure begins, there is only one portal open. Proceed through the gateway and stand on the only available portal. You will soon be transported.



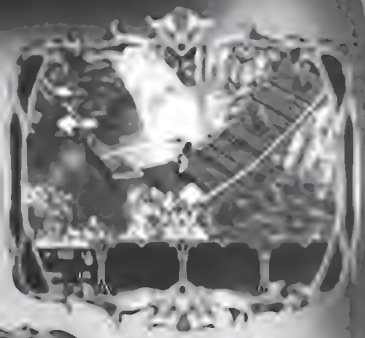
Immediately take out the nearby Troll generator by targeting the exploding barrel next to it. Clean up any rogue Trolls and move south to poke around.



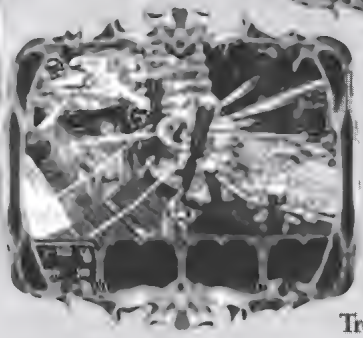
South of the bridge, you'll find a key, a chest of gold, and two barrels: one empty and one containing a magic potion. Don't shoot the magic potion once the barrel is open.



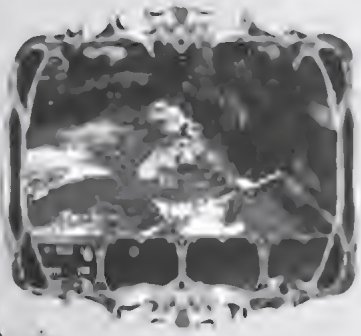
Just north of the bridge, a locked gate sits to the left of another key. Do *not* open this gate—you can walk around it without using a key.



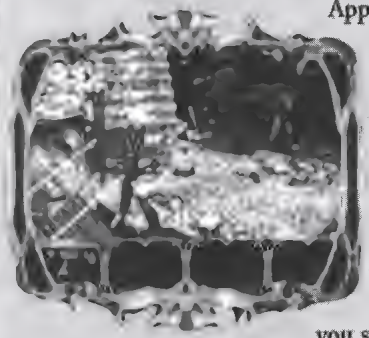
Fight your way across the bridge. Note the Obelisk below the bridge. Let's find a way to raise it.



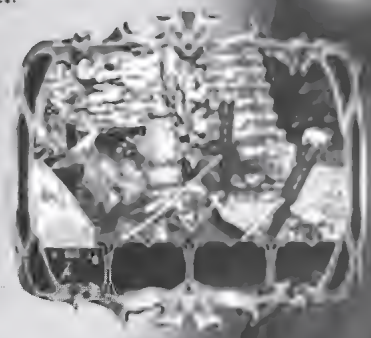
Eliminate that Troll generator before proceeding. This is a great time to try out your Level 3 Turbo Attack. This should blast not only the generator, but also any Trolls in the vicinity.



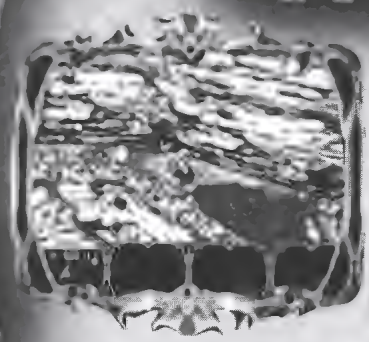
Explore to find a Fire Amulet and fruit. It will be automatically turned on when you pick it up, so turn it off now by pressing R (PSX: ▲). You can switch it back on when you need it by pressing R (PSX: ▲) again.



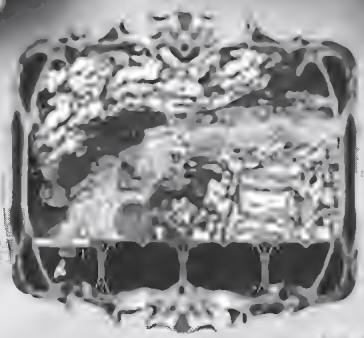
Approach the stairs and step on the switch (1). Don't confuse the switch with the fire trap to its left. The switch is red with an arrow on it, the trap is also red and periodically spews fire into the air; that should help you tell the difference. When you step on the switch, the Obelisk (1) rises from the river.



Touch the Obelisk and it changes from gray to beige as it activates. Sumner congratulates you on finding one of his Obelisks. There are two more in the Mountain World; touching all three opens the Castle World.

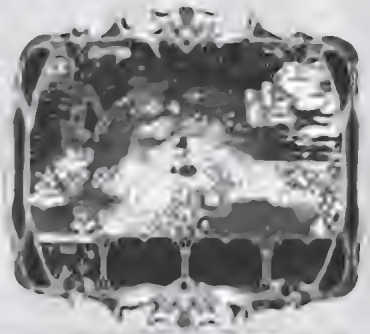


Climb the stairs, grab the key, and follow the path west. Shatter the barrel and pick up a Fire Breath power-up (switch it off now, but be ready to use it soon).

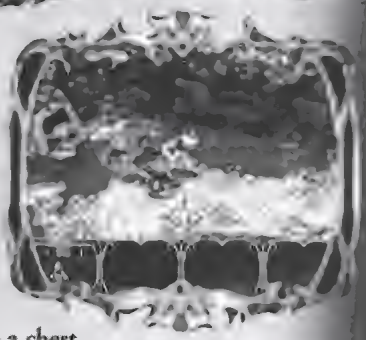


Climb the stairs, pick up a key, and turn left to face a strong contingent of Trolls. Knock them out and unlock the nearby door. Pause here to recharge your Turbo to full strength.

Mow down a line of Trolls and their generator and read the scroll nearby. (PSX: There is some fruit to pick up.) Don't bother heading down the stairs and wasting a key.

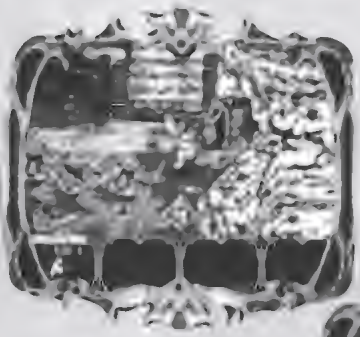


Climb the stairs and turn to face your largest opposition so far. Cut through the crowd of Trolls to quickly disable the generator on the left. A barrel on this side contains a key, while a chest holds a magic potion.

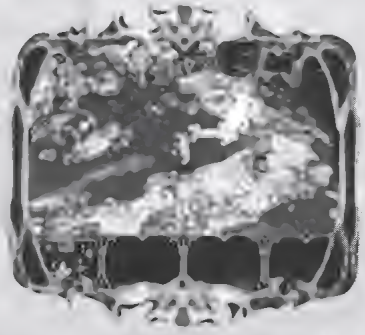


Scroll

Three Obelisks are hidden in the Mountain Kingdom. Activate them all to free Summer's power.

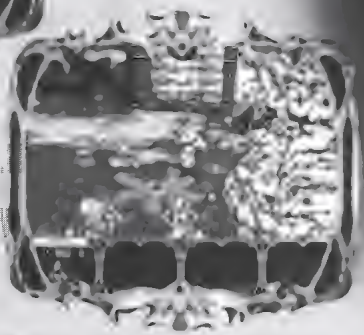


On the other side of this area, knock out the other generator.

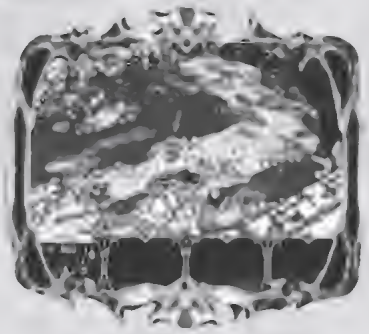


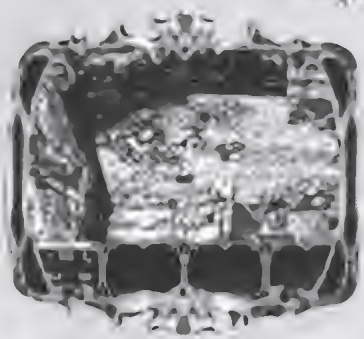
Instead, climb the steps to the east. Cut through the sea of Trolls (Fire Breath works great on crowds) and knock out the generator.

Break open a barrel and step on the switch (2) to open the door nearby (2). (PSX: A scroll hides the switch (2) on the ground. Grab some food.)



One barrel hides a pile of gold and a chest yields more gold. A key to the left of a locked gate comes in handy immediately. (PSX: Grab the fruit.)

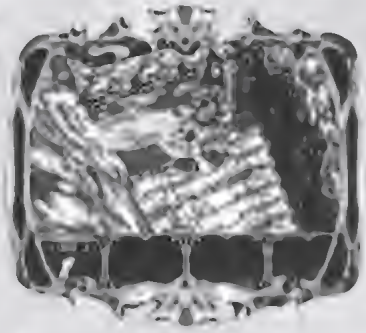


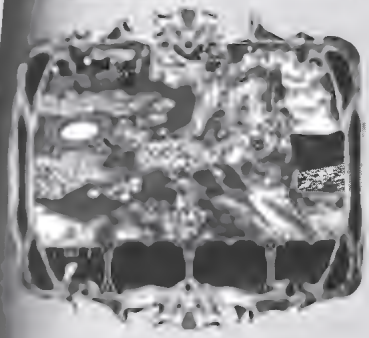


Avoid the fire trap and climb the next set of stairs. Take the Bowman out first.

Next, go after the generator to the right (the explosive barrel nearby helps). Open the chest to get some yummy and nutritious food and crack open one of the barrels for a Speed Boost power-up. (PSX: Don't forget to grab the key.)

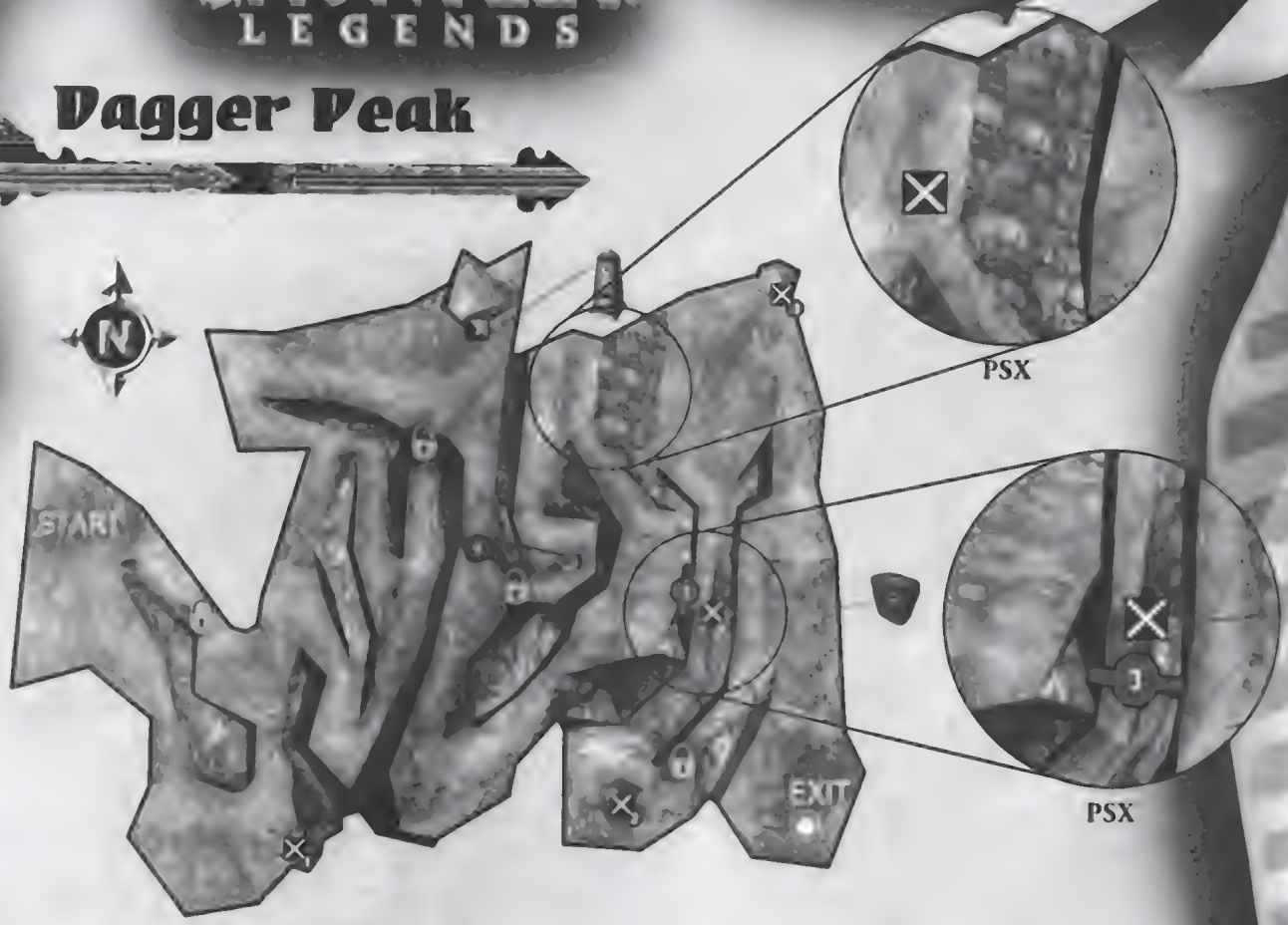
Head up the next flight of stairs to a generator of Large Trolls. Fortunately, you can get right next to the generator without too much trouble, so target it immediately.



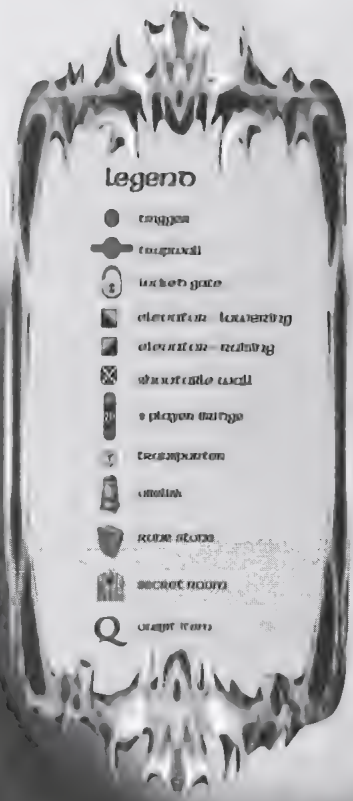


Continue up the stairs (PSX: Pick up the fruit) and hop onto the exit portal to return to the Tower.

Dagger Peak



(Switch 2 not in PlayStation)



Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

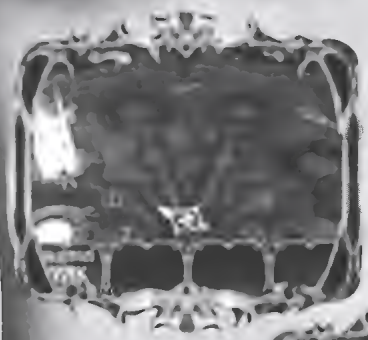
Enemies

- Bombers
- Bowmen
- Death
- Kamikazes
- Stone Golem
- Trolls

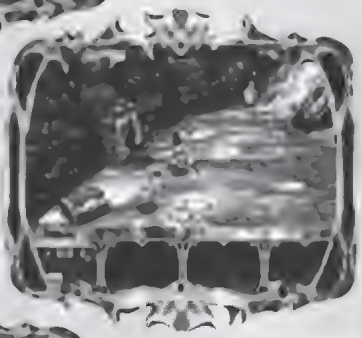
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Levitate
- Player Growth (PSX: Speed Boost)
- Rapid Fire

Walkthrough

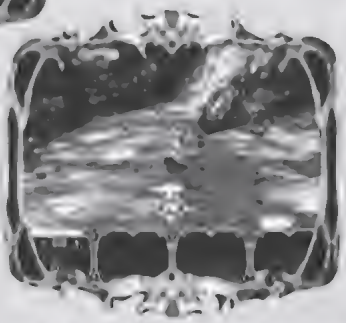


Enter the Mountain World gate to access the next Stage.

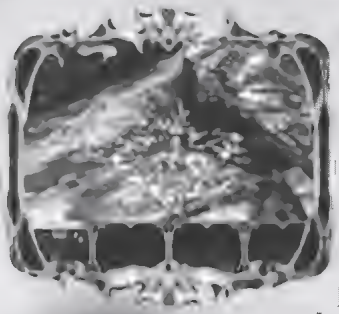


Knock out the Troll generator behind you and gather the magic potion and key.

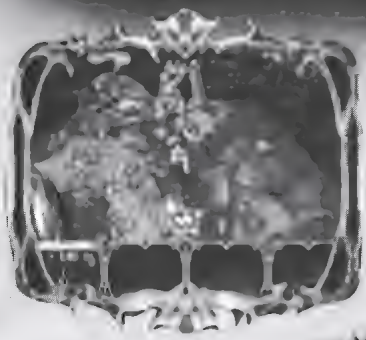
Open the chest for a 3-Way Shot power-up.



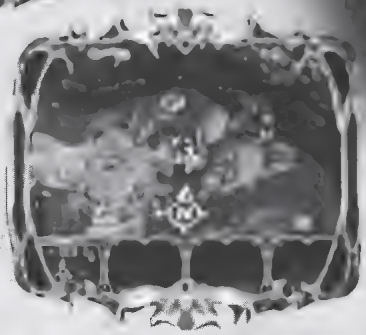
Be ready to fire up the path to the right (the lower one) as a Troll Kamikaze comes tearing down to give you a hug. Hit him from afar before he gets into range.



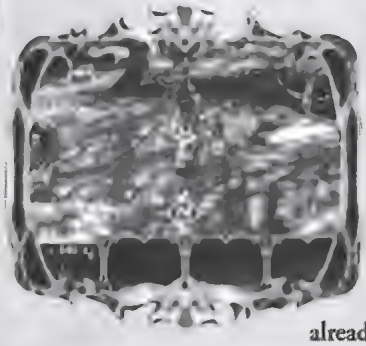
Grab the other key and break open the barrel for a dose of poisoned food. (PSX: The barrel contains a potion instead.) To use this dastardly apple to your benefit, break open a magic potion and the food will turn to healthy fruit. Only use [illegible] for this if you *really* need the food.



Follow the lower path (the one without the locked door) to the east and dismantle the Goblin generator. (PSX: Grab any food you see.) Notice anything weird about that wall?



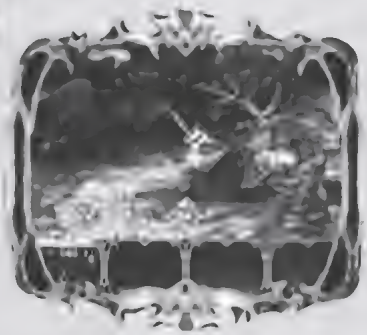
Fire at the odd looking stone and a switch (1) will be revealed. Press it and a door (1) further down the pass becomes accessible.



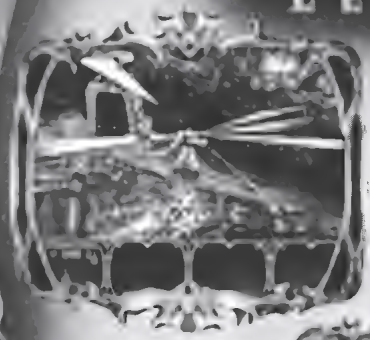
Continue along the pass until you come to a clearing with another generator, a barrel containing a scroll, and a chest full of treasure. Note the locked door here, but don't waste a key on it—you've already been where it goes.

Scroll

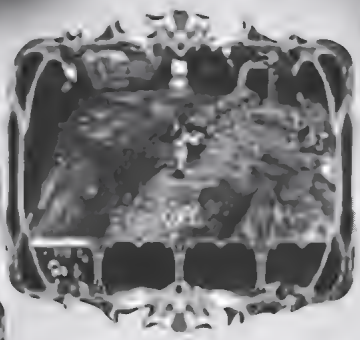
Destroy the dirt mounds to uncover switches.



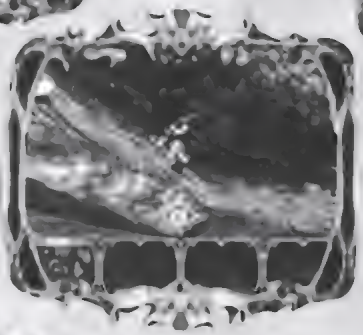
Here you have a choice: left or right. Go right.



Round the corner and grab a key before splintering a Troll generator along the path.

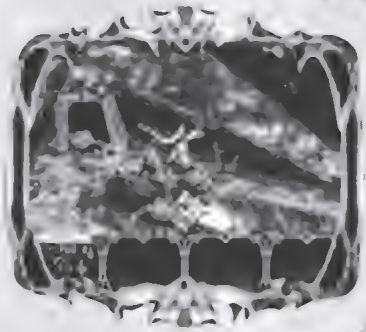


As you reach the top of the hill, watch your right for an incoming Troll Kamikaze. Once he's gone boom, deal with the generator. **Don't break the barrel yet!** Don't bother with the locked gate either.



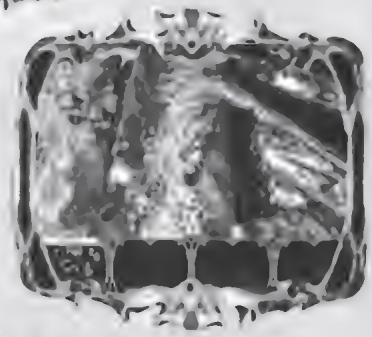
Snag the Rapid Fire power-up in the barrel and take the high road, but don't unlock the door. Just grab the food and return to the generator.

Pick up the key and touch the Obelisk. (PSX: Break a barrel for a levitate power-up.) **N64 only:** Note the big rocky head sticking out from the wall (2). A switch (2) further down the road opens this secret place.

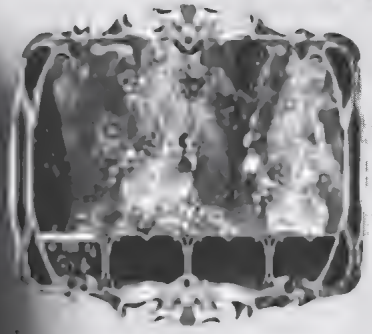


Take the path to the left—the one headed west that you ignored the first time—until you come to another Troll generator.

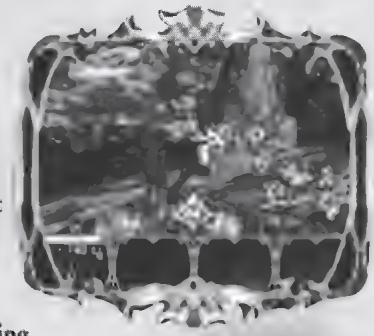
If you want the massive experience that comes from killing Death, break open the barrel and immediately use a magic potion. Potions banish Death instantly. You can hack Death to death, but you'll lose a ton of health doing it. Note that if you don't kill Death, he will follow you until you drop. Also, note that you should leave this barrel alone if you've already spent your magic potions.



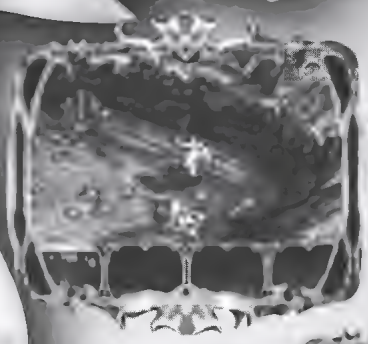
Take the path south and shatter a barrel for a bite of food. (PSX: The food is poisoned.)



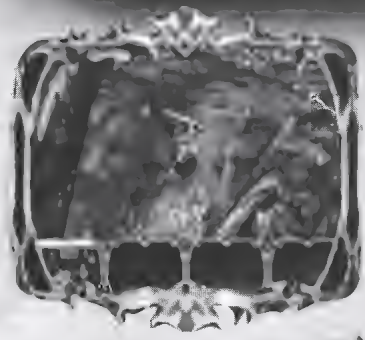
Follow the path up the steep hill to the north.



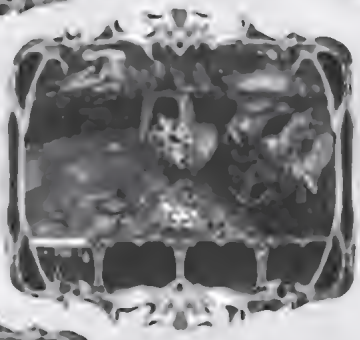
As you pass through the lowered door (deactivated when you touched the hidden switch 1), pick the Bowman out of the crowd and off him. Move quickly, however, to avoid the fire of a Bomber lurking above—you'll deal with him later.



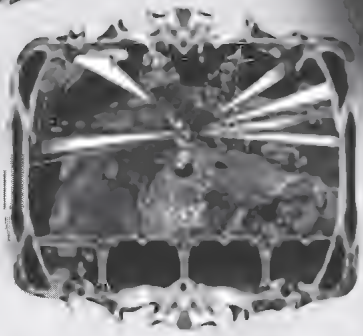
Chop the two generators and pocket the key in the corner before going up the path to the northwest.



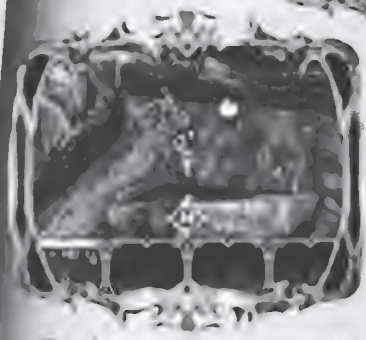
Heading north from the food, go up a steep hill. Don't go over the crest of the hill, however, unless you have a full Turbo charge.



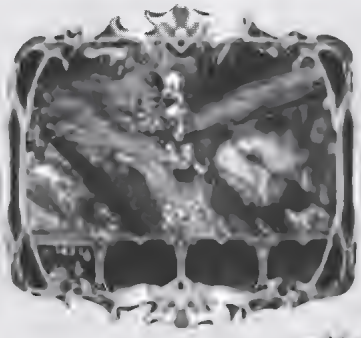
Deal with the generator at the top of the hill and slash the barrel for another key.



As you come over the hill a large rock becomes a Stone Golem. Unleash your best Turbo Attack and retreat down the hill to fire at him from afar as he chases you.

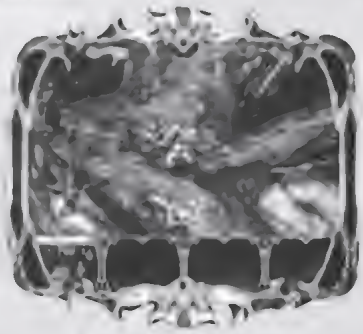


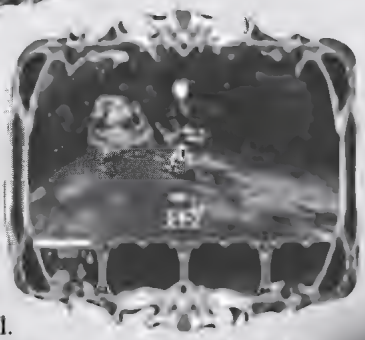
Corner the Bowman and take the Player Growth power-up (PSX: Speed Boost.) that's by a sealed door (3).



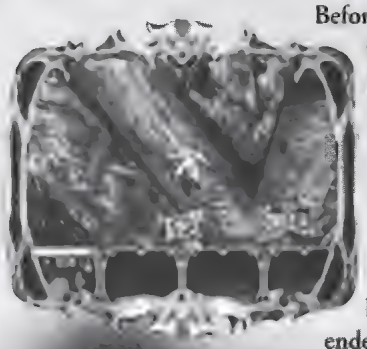
Don't get too close or he'll send you flying.

Continue southwest along the path and beat up a Troll generator and grab a snack. (PSX: The enclosed area to the north has a light colored wall. Shoot it to get a fire breath power-up.)





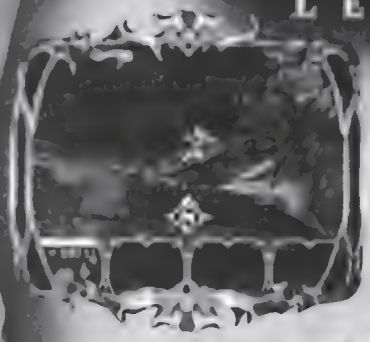
Once the Stone Golem is gravel, return to where you met him. If you didn't already take out the Troll generator there, do it now. Snag a key and open a chest to find a scroll. In the northwest corner, attack the destructible dirt mound to reveal a switch (3) that opens the sealed door you saw most recently.



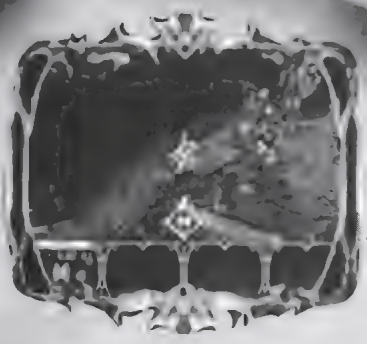
Before proceeding back to where you got the Speed Boost, you can follow the path leading east if you want to get that Bomber who attacked you a moment ago. There's nothing to be gained by that dangerous endeavor, however, so only try it if you must.

Scroll

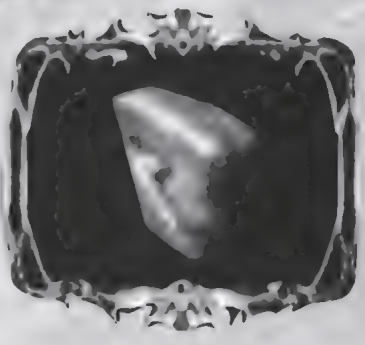
The first of many Rune Stones is hidden in a covered cave nearby.



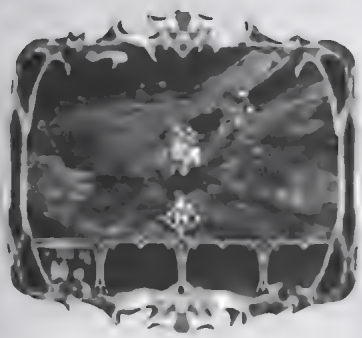
Head east along the lower of the two trails, past the door (3), until you see an oddly colored piece of wall.



Return to where you met the Stone Golem and take the high road east. Tackle a Large Troll generator.



Attack it to reveal your very first Rune Stone!

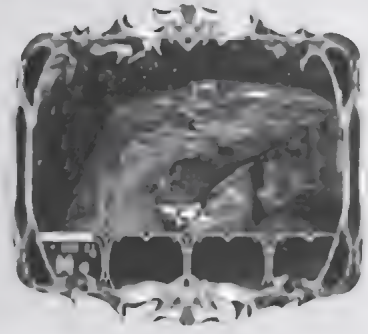


Here the path splits. Take the lower route first. (PSX: Take the high road to a key, a chest full of gold, and the exit portal.)

Continue east to a clearing. Pound the Troll generator and open the two chests for a stash of gold and a magic potion. (PSX: Grab a Key and some food.) Whack the dirt mound in the middle of the clearing to reveal a hidden switch (PSX: Gold.) Ignore the locked gate here.

N64 only: Nail the Troll Bomber to keep him from being a problem later. Don't waste a key on the gate behind him.

N64 only: Return to the stone head (2) to see what that switch did. You will find the head's mouth open and a pile of gold along side a barrel containing a Levitation power-up.



N64 only: Backtrack and take the high road to a key, a chest full of gold, and the exit portal.

Cliffs of Desolation

Goals

- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: Yes

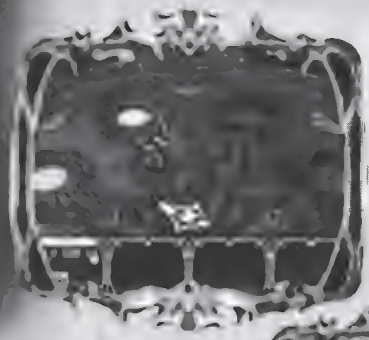
Enemies

- Bombers
- Bowmen
- Death
- Kamikazes
- Scorpions
- Stone Golem
- Trolls

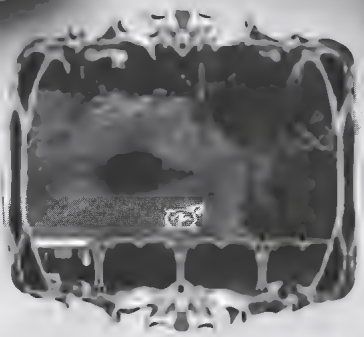
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Fire Amulet
- Invisibility
- Invulnerability (Silver)
- Speed Boost

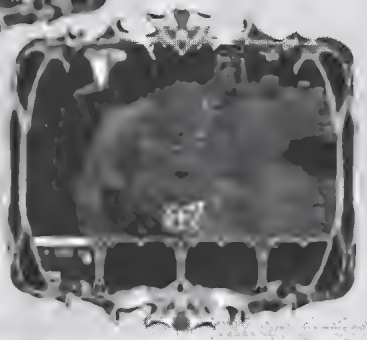
Walkthrough



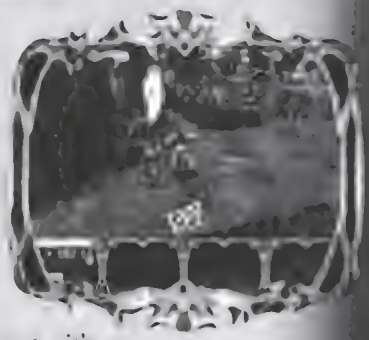
Enter the Mountain World gate again to access the next Stage.



In either event, return to the starting point and unlock the gate to the high road.



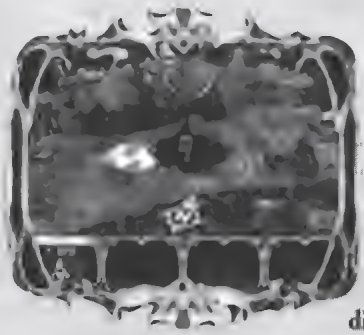
As you begin, turn to attack the Troll generator and grab the key nearby. Barrels in the area contain a scroll and poisoned food. (PSX: There's no poisoned food.)



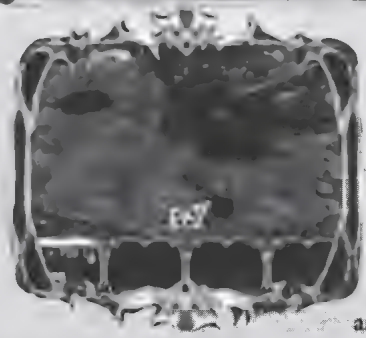
Fight through the Trolls and Scorpions to the top of the ramp. Your first priority should be taking out the generators for each enemy. Note that the Troll generator is hard to spot—it's to your left at the top of the ramp.

Scroll

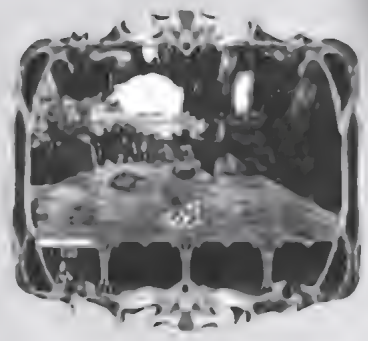
The third Obelisk in the Mountain Realm is on the high road.



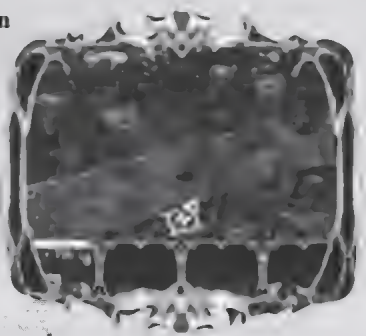
Once the enemy flow dries up, advance to eradicate the Troll Bomber. He has lots of room to retreat, so work him quickly from a distance.



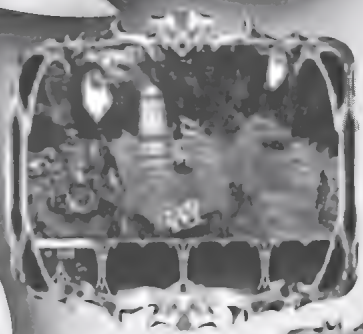
Don't open the locked door to the high road just yet. First, eliminate the Scorpion generator on the low road to the northeast. Open the gold-filled chest and add another key to your ring. (PSX: Get some food.)



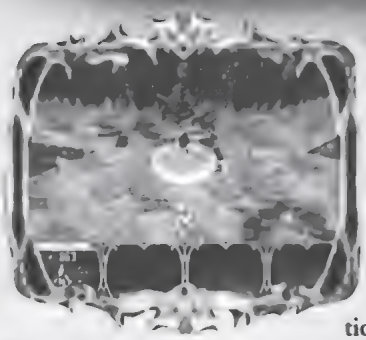
Approach the Troll pen on the right (PSX: grab the key) and fire at the explosive barrel to detonate the generator. Unlock the gate to enter and slaughter the survivors.



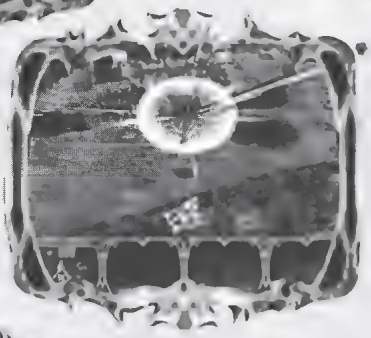
Creep slowly down the low road until you can see the Troll generator. Fire at it from a distance—this will save you trouble later. If you're daring, you can run along this road to get some meat, but you'll have to contend with bombs from above.



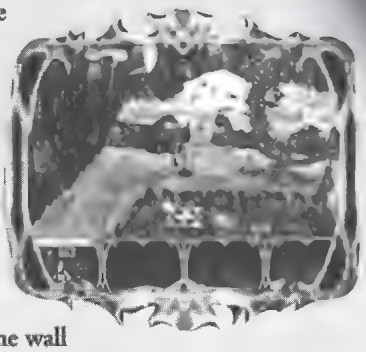
Collect a key and touch the final Obelisk in this world.



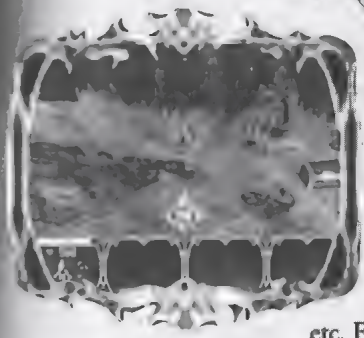
Now, gather two keys, a pile of gold, and a magic potion in the left-hand chest. Then, open the right-hand chest and be ready to deal with Mr. Death. Go west briefly along the low road to get the food we mentioned earlier.



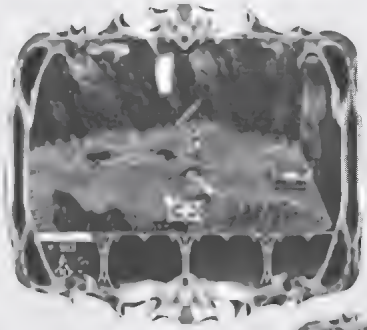
Approach the other pen and liquidate the occupants and their generator. Poke around inside the gate for a chest full of meat and a barrel with a key.



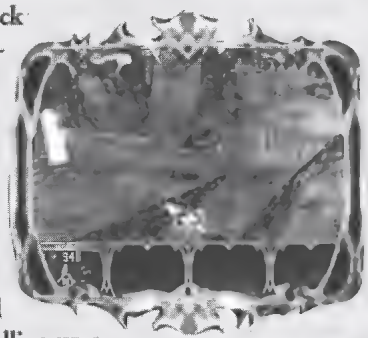
Go up the ramp to the east and crack open a barrel for a key. Inside the wall, a Stone Golem waits to come to life. Enter the walled-in area briefly to wake the creature and fire on the explosive barrel nearby. Stay outside the wall and you will be safe from his attack.



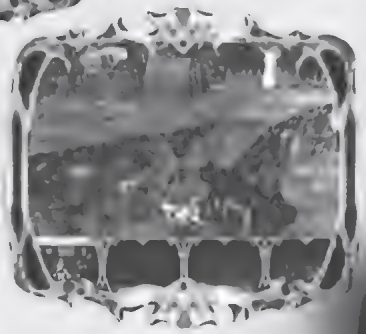
Go down the ramp to the east and destroy the Troll generator. You should clear the entire immediate area before opening any of these chests, etc. For now, don't climb the ramp to the east and don't open any chests.



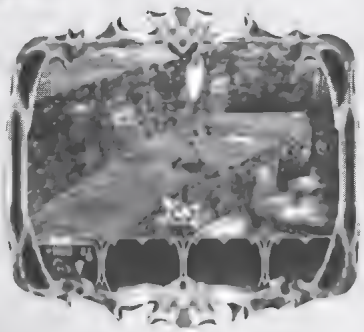
When he's dead, collect food and a key and open a chest for a magic potion. The locked gate goes nowhere new.



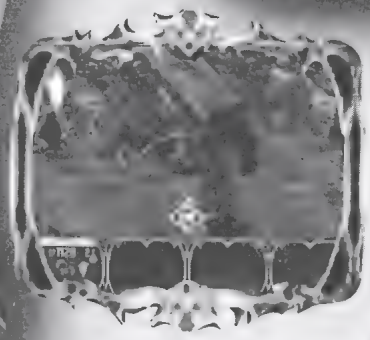
Continue east to knock out a Scorpion generator and another Troll generator. Target the Troll Bowman in the corner. (PSX: Grab the key.) Note the sealed door (1) here. You may have to deal with a few Trolls strolling up a ramp towards you; eliminate the ones who approach you and move west to keep others from following.



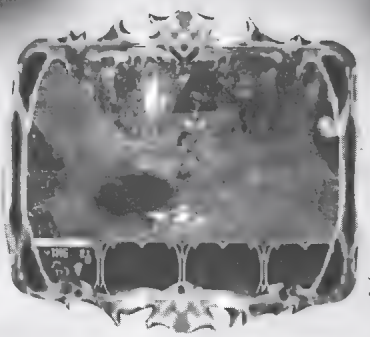
Go down the ramp and stroll east to go down another ramp. Take out the Troll generator. Grab the key nearby.



Turn east and go through a large, locked door. Open the chest for some food and continue until you flip a switch (1). This opens the sealed door (1) above you, but there are just a couple of things to do before you go through the door.

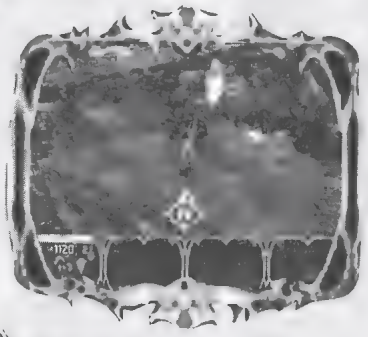


Go west and cross through a small, locked gate. Eliminate the Troll generator and grab a key.

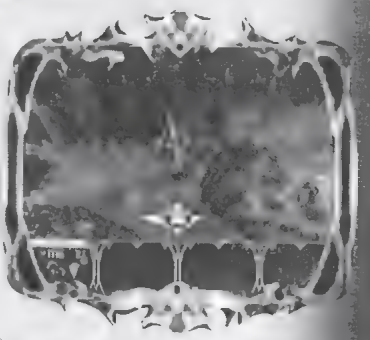


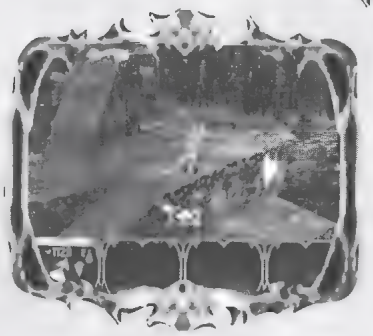
Go back through the gate and recover a chest of gold. Fire at the wall to the west and it shatters to reveal a key and a switch (2) that opens your next doorway (2).

Next, break the barrel to get a Silver Invulnerability power-up.

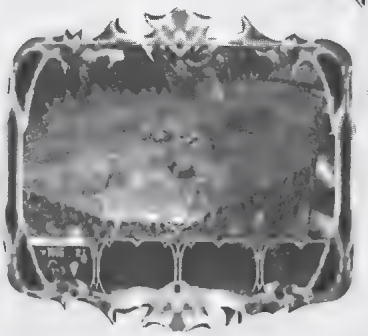


Go back to the lavafall and knock out the breakable wall blocking the path to the right. Hack at the Troll generator and continue east.



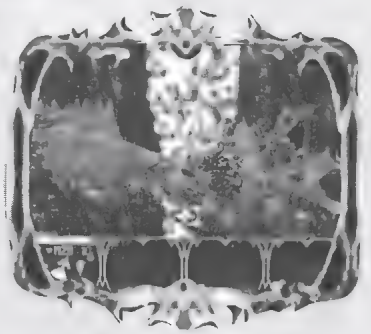


Head back to that unsealed door (1) and cross through near a lavafall.



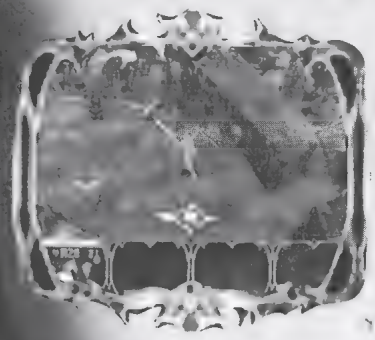
Continue east to nab a scroll and stroll through the unlocked door 2.

Walk past the falls and shred the Scorpion and Troll generators and go down the ramp to rid yourself of a Scorpion generator.

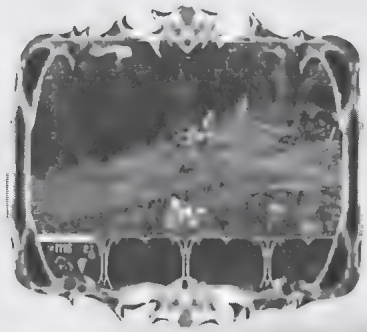


Scroll

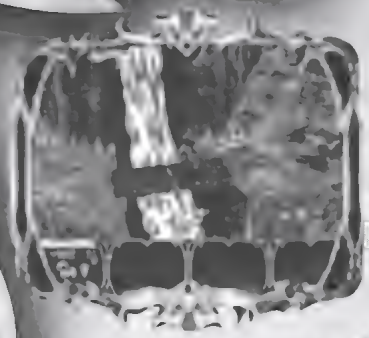
A hidden trigger for the nearby gate lies beneath your feet.



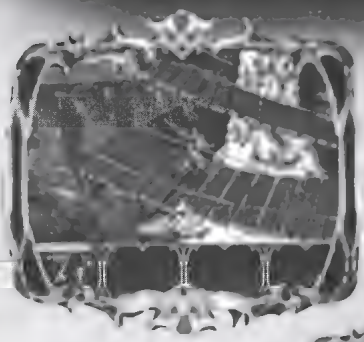
Turn left through a locked gate and cut open a Bowman. Steal his key and step on the switch (3) he guards that affects a bridge later in the level.



Pummel the Troll generator and collect a magic potion in the chest and a key in a barrel.

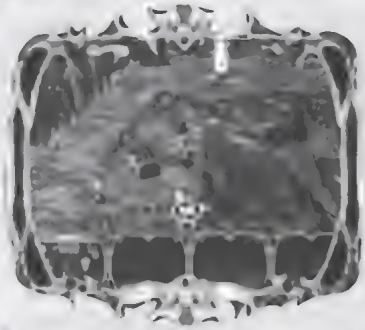


Cross in front of another lavafall and sweep up the Scorpion and Troll generators on the other side of the bridge. Beware a Troll Kamikaze from the north.

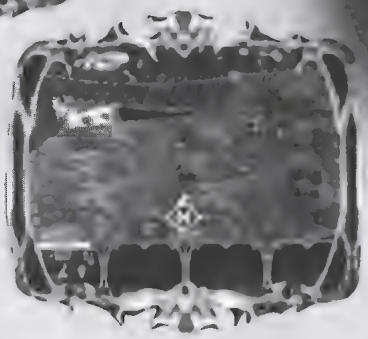


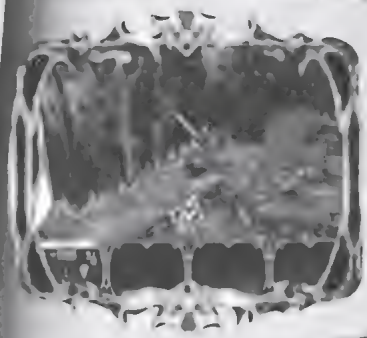
As you cross the bridge, gobble an Invisibility power-up and snipe at the Bowman on the higher bridge.

To get rid of the Bomber, fire over the short rock wall between him and you, or lob a magic potion into his lap. Once he's gone, open the chest for some food.

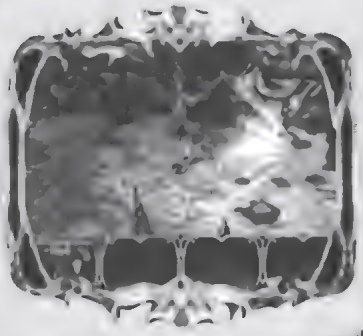


On the other side of the bridge, chop the Scorpion and Troll generators and raid them for two keys (one is on the high bridge) and a chest with a magic potion.



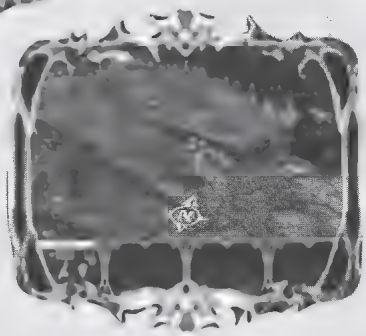


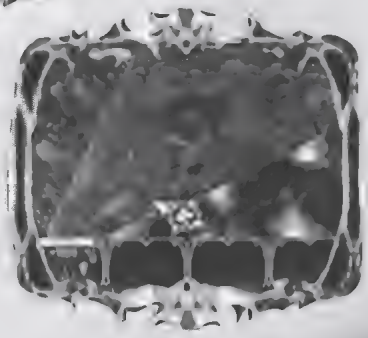
Take the high road east, grabbing two keys (PSX: and food) and raiding a chest for a Fire Amulet.



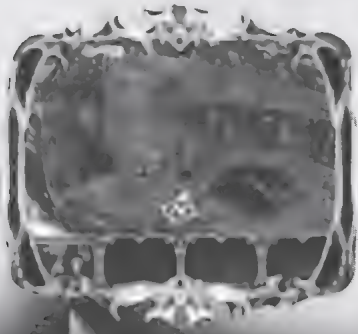
Continue right, bypassing a ramp for now, and unleash your best Turbo attack on the string of Large Trolls emerging from that big generator. Once it's disabled, grab a pile of gold.

Descend the ramp and activate the switch (4), opening a door on the other side of the bridge. The locked door to the right leads to one of the bridges, but we can go another way and save a key.



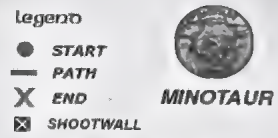


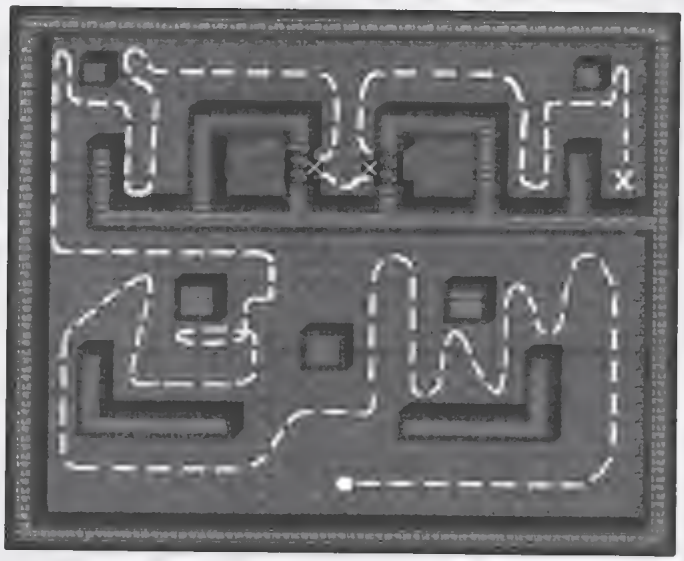
Descend the ramp and go left to destroy a Scorpion generator. A chest nearby holds a Speed Boost power-up. Also here is the entrance to a Secret Stage (the wooden door in the ground). You may use the normal exit portal to the right or, if you have any sense, you can hop into the unknown behind door number one.



Head left and go down the next ramp, (PSX: pick up a key) disabling a Troll generator and turning east towards the lower bridge.

Secret Stage: Gauntlet Treasure Room





Goals

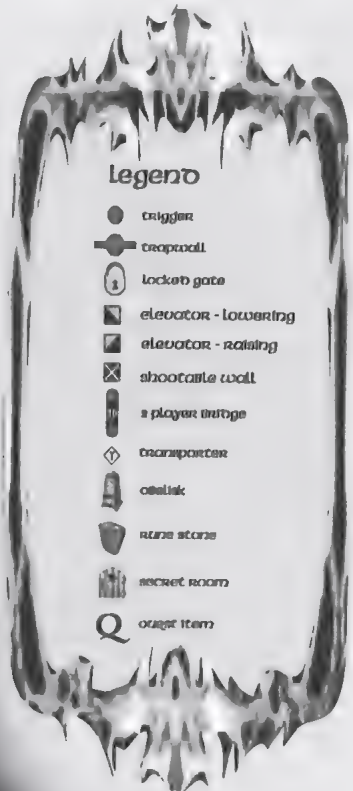
- Collect 50 Minotaur Tokens

Enemies

- None

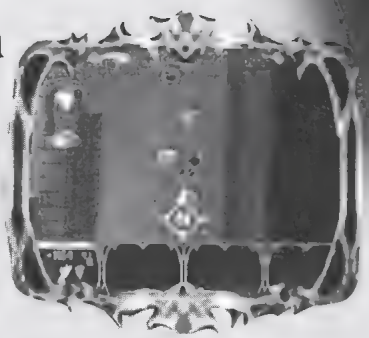
Power-Ups

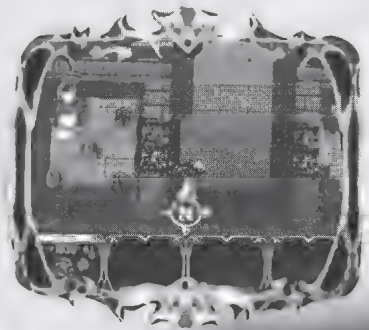
- Minotaur Tokens



Walkthrough

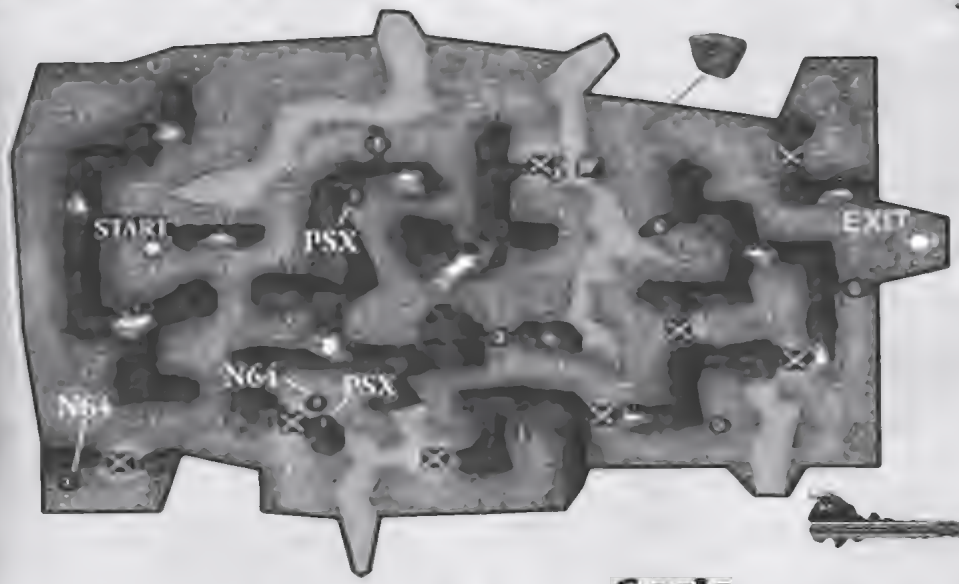
As you begin, immediately activate your Speed Boost power-up. Follow the path outlined in the map above to snag as many tokens as possible.

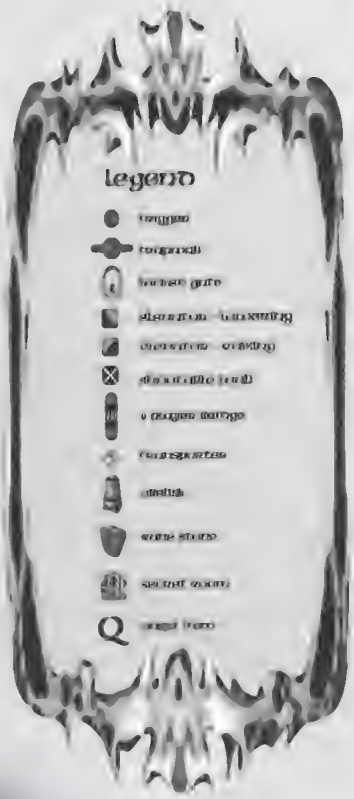




In the top portion of the map, look for two breakable walls. Hack away at them to get the tokens safely hidden behind them.

Lost Caves





Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

Enemies

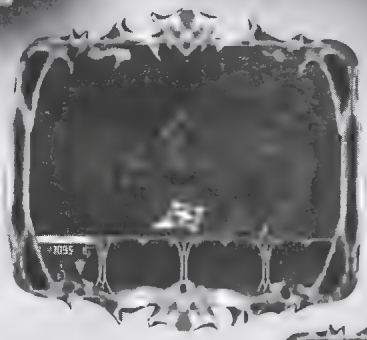
- Bombers
- Bowmen
- Death
- Demons
- Kamikaze
- Scorpions
- Stone Golem

Power-Ups

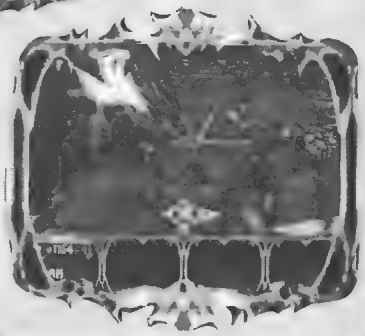
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Fire Amulet
- Fire Breath
- Rapid Fire
- Reflect Shot (N64 only)

Walkthrough

Enter the Mountain World to access the next Stage.



When the path splits, take a brief detour to the right (northeast).

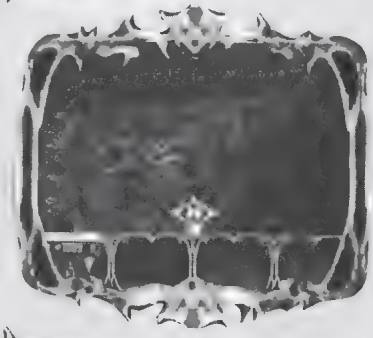


Immediately head west (up) and take care of a Bowman and the Scorpion and Demon generators. (PSX: Make sure to grab the key.)

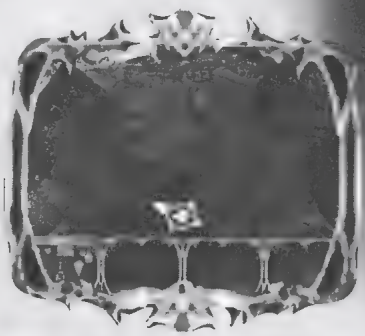
N64 only: Grab a key and hit the switch (1) on the shore of the lava river. This opens door 1.

Head left and blow up the next Bowman courtesy of the explosive barrel parked near him. Open his treasure chest for a magic potion.

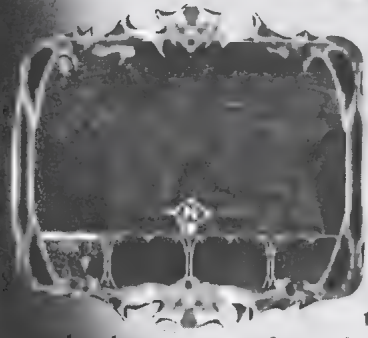
N64 only: Before leaving, move to the edge of the river and dismantle that Demon generator on the other side. While you're at it, wipe out the beasts lurking around it. Later, you'll be glad you did.



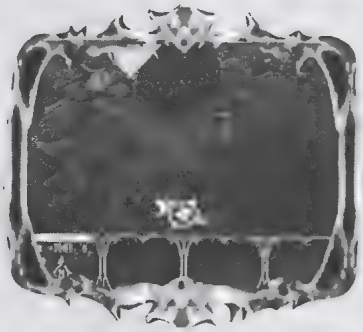
Fight your way east through an army of Scorpions and Demons until you can pulverize the enemy generator.



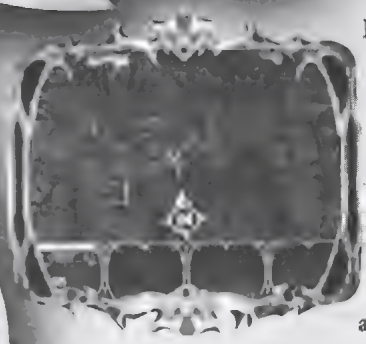
Return south a bit and slash open the break-away wall to your left.



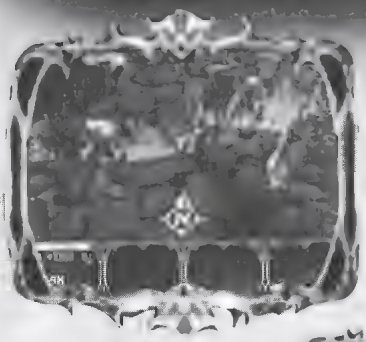
When you must turn north, watch for a Bomber behind a breakable wall. Cut through the wall and bleed him where he stands. Break open the barrel for some ıd and to scoop up a key and a magic potion.



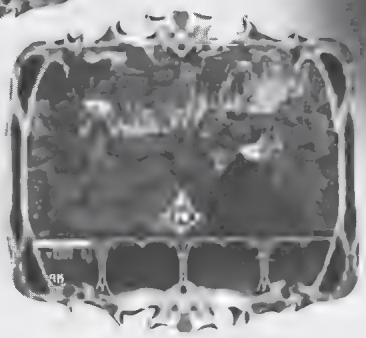
In this little alcove, neutralize a Scorpion generator and collect a key, a chest of gold, and a pile of gold covering a switch (3). This switch opens a door (3) later in the stage. (PSX: switch (1) to door 1.)



Leave the alcove, turn south (right), and follow the path west (down), pausing to take care of a very prolific Demon generator. Here you'll find a scroll, a chest full of meat, and a chest of gold.



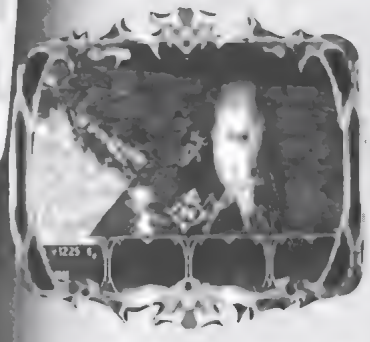
When you come to a breakaway wall, knock through it.



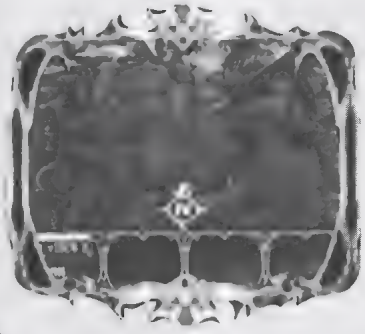
In the place where the wall once stood, a switch (2) remains. Step on it and watch as a platform (2) with a Rune Stone rises from the lava. You can't get to it yet, but it will be accessible when you cross the lava river. There's food here too.

Scroll

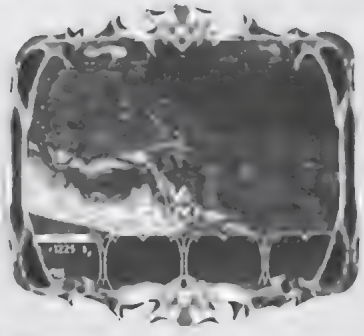
Lava streaked (wooden) gates are lowered by triggers in the darkness.



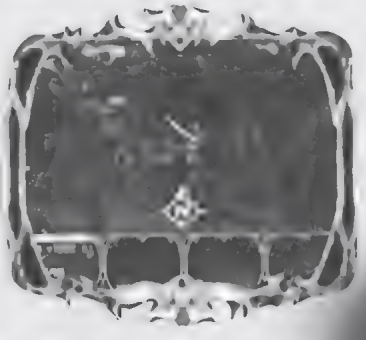
Continuing west brings you back to the area at which you began the Stage. This time, however, head west and north towards door 1, which is now open. Eliminate the Scorpion generator.



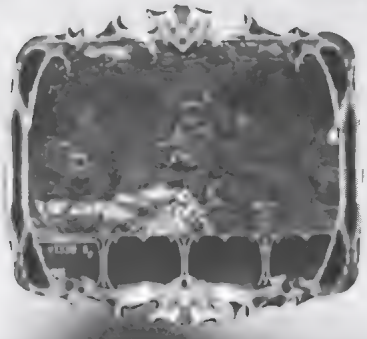
Continue east, picking up a key and a chest of gold. As you turn south, a barrier (3) is open that was triggered by switch 3 that you hit earlier (N64 only). Bypass it for now and continue south.



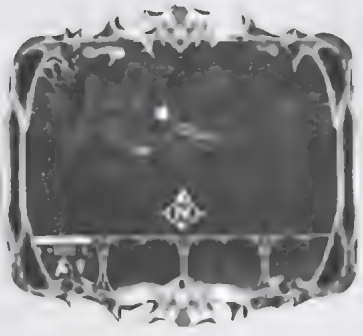
Fire something long-range at the pesky Bomber to the west.



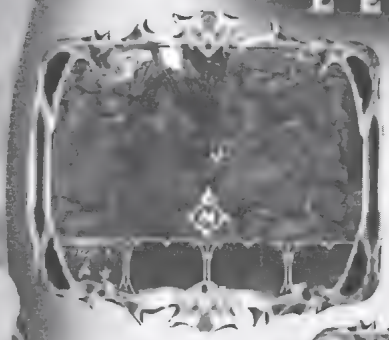
Take care of a Bowman and a Demon generator. A chest contains a Fire Amulet.



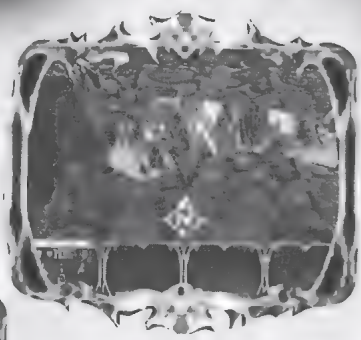
Go through the lowered barrier 1 and immediately fire on a large Demon generator.



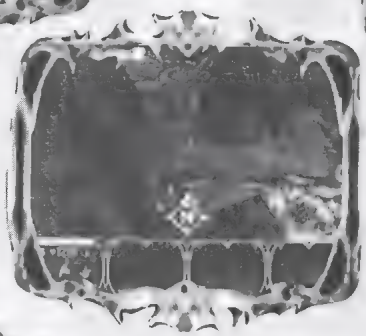
PSX: Here you find switch (3) to open barrier (3). Around the corner, look for another Demon generator and a Fire Breath power-up. A Bowman waits further along, but there is no need to visit him.



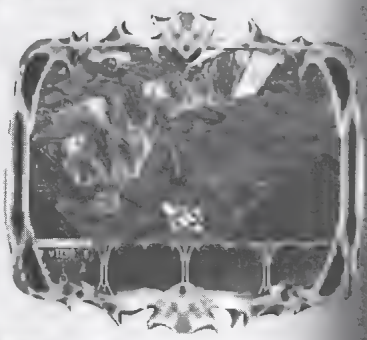
Head through that open barrier (3) and knock out the generator beyond it.



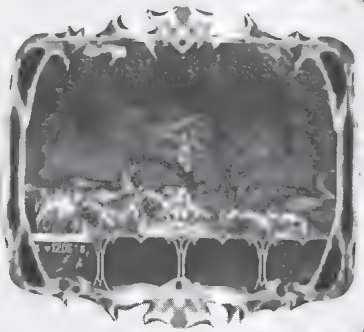
Add a key to your collection and follow the path to a Bowman. Rid yourself of him and take care of another one on the other side of the river. You may spy a Kamikaze too; take him down.



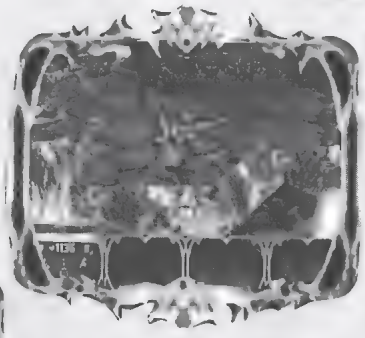
Go briefly south and swipe a Reflect Shot (PSX: Fire Breath) power-up.



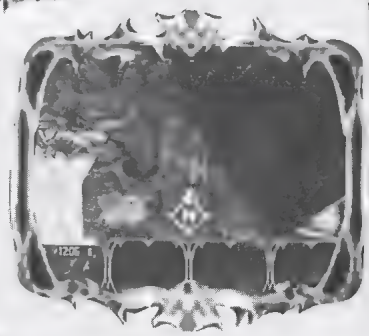
Hit the switch (5) here to open a nearby door that leads to the exit.



Rip open a breakaway wall and head around the corner to the left for a key.



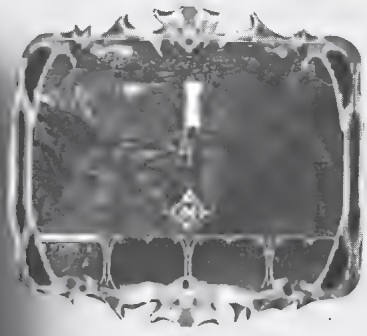
Return to where you entered this nook and proceed north and west. Stop when you come to a breakaway wall. However, you might want to clear the area ahead in order to stop the flow of Demons and to find a scroll.



Go south for a big pile of gold and a switch (4). This opens barrier 4, a back door to the level exit and the Rune Stone. Return to door 3.

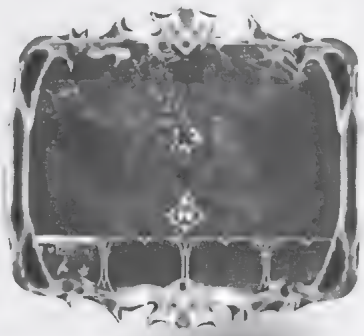
Scroll

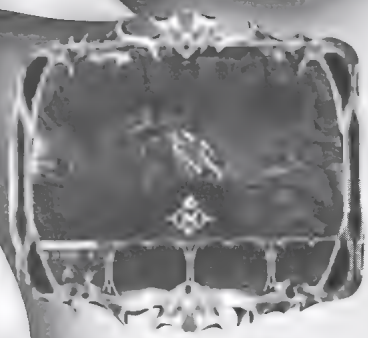
The Ice Axe sits in the castle treasury.
Find it before facing the Dragon.



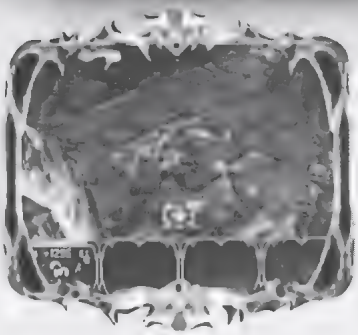
Head north and clear the way of a Scorpion generator. Turn right to chop open another breakaway wall.

Burst through the breakaway wall to the north but be ready to duel with a bunch of Demons and a Stone Golem.

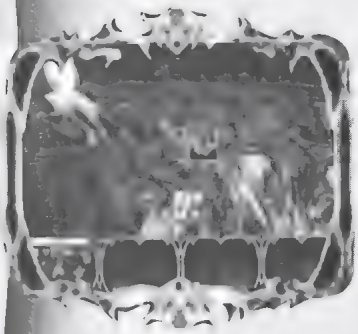




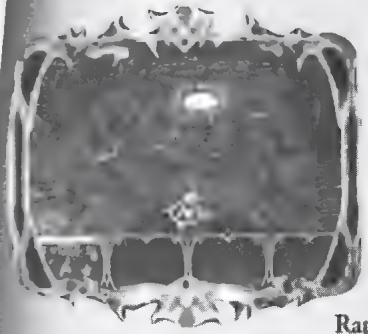
Once the Golem is history, search his lair for a barrel of food and chest of Death. Whip out a magic potion to turn the Grim Reaper away.



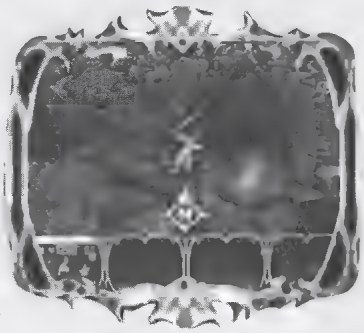
Head south (left) until you see the Rune Stone on an outcropping (2). Nab it (PSX: and a key) and return to the exit. There, now you're done here.



Exit the room through the breakaway wall to the east and pick open a chest containing a magic potion. Head north and west, past the lowered door 5.

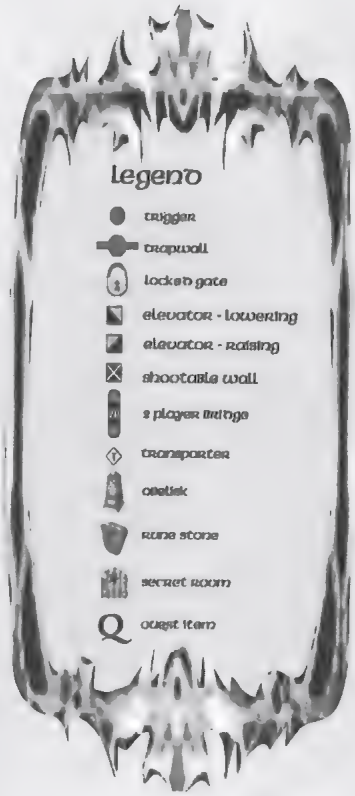


Continue until you arrive at the exit, but don't jump in just yet—you've still got a Rune Stone to fetch. Before you move on, open the chest to get a magic potion. (PSX: Rapid Fire Power-up.)



As you go southwest, disable a Scorpion generator and consider very carefully if you want to smash the breakaway wall to the north. The room is jam packed with Demons, but your reward is a Rapid Fire power-up. (PSX: Nothing but an empty barrel.)

Volcanic Cavern



Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: Yes (Scimitar of Rasha)
- Secret Stage Access: No

Enemies

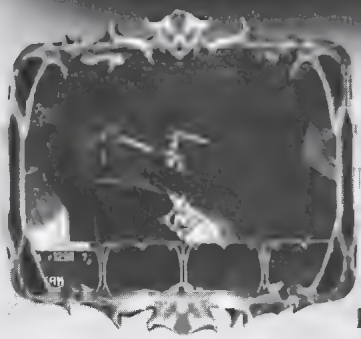
- Bombers
- Bowmen
- Death
- Demons
- Kamikazes
- Scorpions
- Stone Golem

Power-Ups

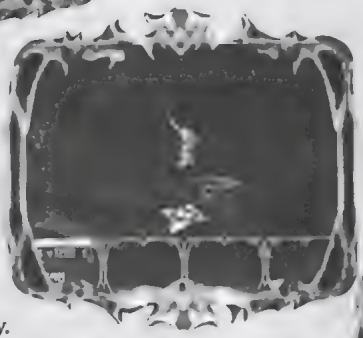
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Electric Amulet
- Electric Shield
- Supershot (PSX: Rapid Fire.)

Walkthrough

Enter the Mountain World to access the next Stage.



Cross the next bridge but be ready to detonate a Kamikaze. As you walk around this island counterclockwise, you'll notice that almost all the bridges fall away. Your only option is the one heading southeast.

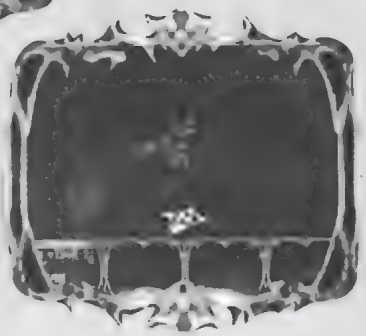


Take out your frustrations immediately on the Scorpion generator behind you and then go the only available direction (northeast). Liberate a magic potion from the barrel on your way.

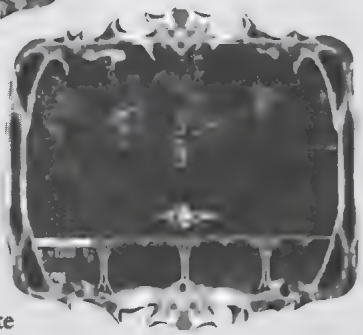
On the next island, knock out a Demon generator (that explosive barrel might help) and go northwest (right).

Focus on the Bomber waiting on the next landmass and then eradicate the Demon generators.

You'll need to exterminate the Demon population here, so nailing that generator is a smart strategy. Pick up the key. (PSX: grab food.)



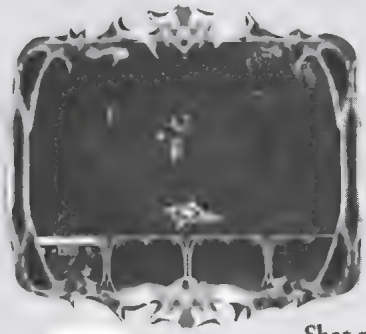
Poke around for a scroll, a key, a chest of food, and a barrel of poison food. (PSX: The barrel is empty but some food is near.)



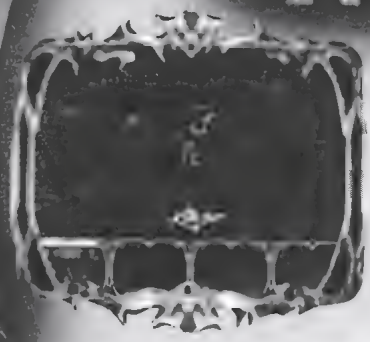
If you gaze at the platform to the west, you will see a terrifying sight: an island absolutely packed with monsters. This is where you'll be headed soon. You can, however, eliminate all of them from the safety of your current position—make sure you focus on the Bowmen, the Bomber, and all of the generators. You'll be returning here in a moment.

Scroll

Search the walls for signs of secret places.



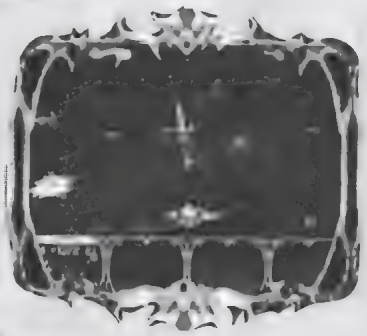
Head south and west. Grab a key and exterminate any enemies One generator (PSX: mound) covers a switch (2) that raises a bridge. Snag another key and open a chest with a 3-Way Shot power-up.



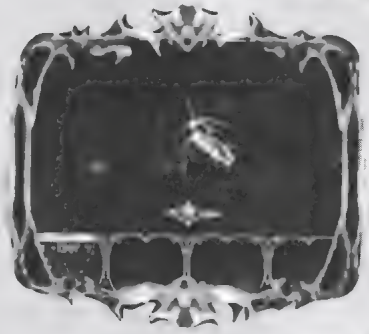
Return to the previous island and cross the newly raised bridge (2).

Eliminate the large Demon generator and the Bowmen and take a moment to recharge your Turbo to full.

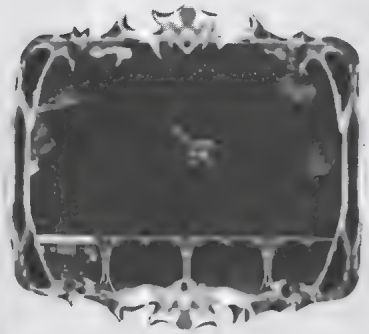
Ignoring the two chests for a moment, canvas this island for a barrel of gold, a pile of gold, and a key. (PSX: Pick up any food you see.)



From this spot, you can see the landmass to the northwest. Target the Demon generator closest to you to reveal a switch (1). You can also decimate the entire population of that island by wiping out the remaining generator.

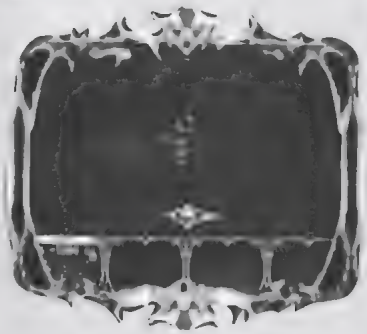


Returning to the chests, the one closest to the bridge contains our friend Death. The other chest has a bit of food.



Walk northeast over the bridge to the next island, taking care of its generator and robbing it of a magic potion (in the barrel) and a scroll (in the chest). (PSX: A mound hides a key.)

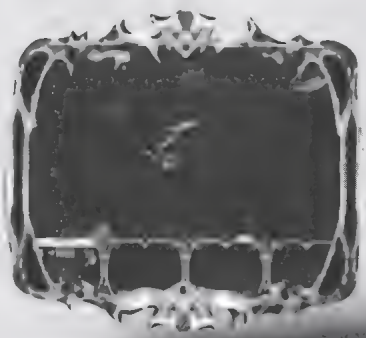
The barrel at the back of the island breaks open to reveal not only meat but a switch (7) that raises the Rune Stone's elevator (7) near the end of the stage.



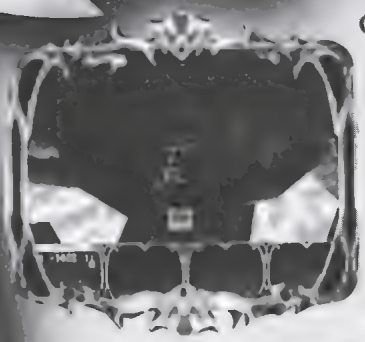
Scroll

Rasha's Scimitar is here! It thirsts for the head of the Castle's guardian.

Cross to the next island where a magic potion awaits and a bridge to the northwest falls away. Instead, head east to another island.



Note this next island (with its twin explosive barrels). You'll be returning here a couple of times.

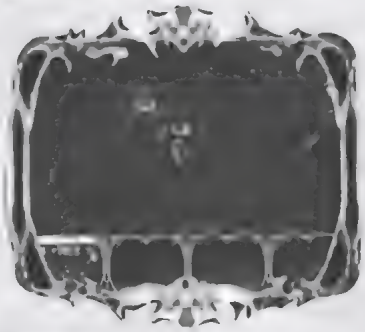


Go to the landmass to the west and flip that switch (1) you exposed earlier—it provides access to this world's Legend Item. Return immediately to the twin explosive barrels.

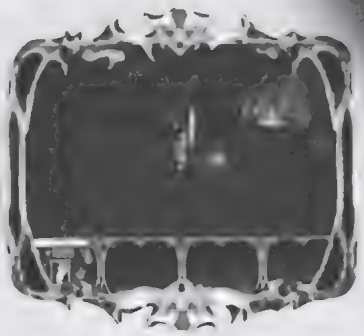
Scroll

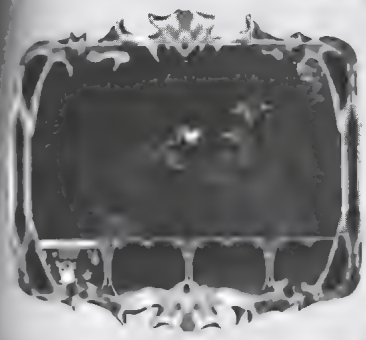
Breakable walls are scarred with fire.

Pulverize the Demon generator on the landmass to the northeast. When you shatter the barrel, you get an Electric Amulet and a switch (3) to push.

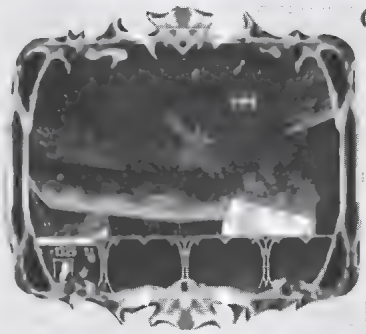


Look for the first fire jet on this landmass and shoot at the oddly colored section of wall behind it. The wall breaks away to reveal a pile of gold on top of the other switch (6) for the bridge.





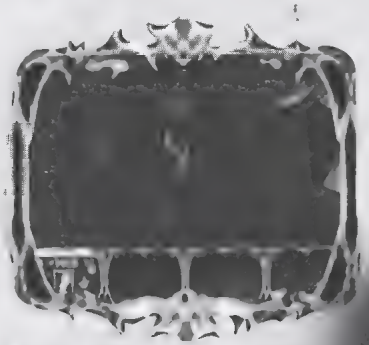
The switch summons an elevator (3). Ride it down to a lower level.

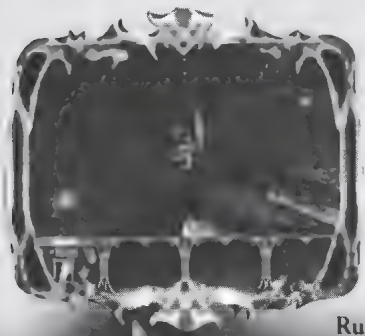


Go south and cross the bridge (6, 4) to the Rune Stone (7). While you're there, get a bit of meat out of the trunk and a helpful key. Return to the island with two explosive barrels.

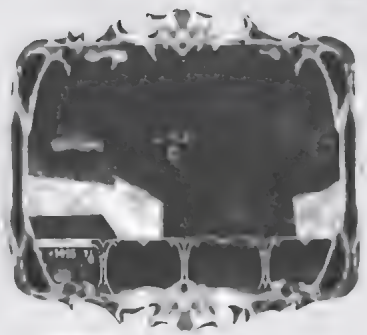
Break open a barrel for another key and cross the small bridge (1) to swipe the Scimitar of Rasha, the Legend Item you'll need to defeat the Chimera in the Castle World. Ride the elevator back up.

From this familiar spot, go southwest.



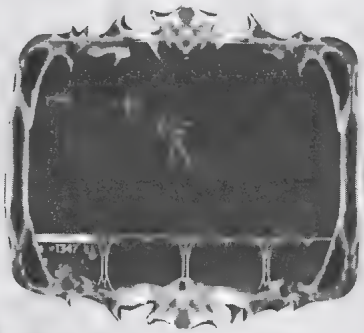


Go to the island to the southeast to find a scroll in a barrel, a treasure chest containing an Electric Shield, and a Demon generator (PSX: mound) covering a switch (4). This switch elevates part of the bridge to the Rune Stone. Where is the other part?



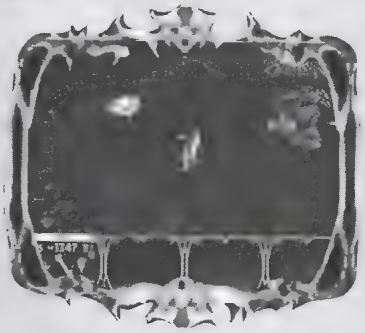
You'll cross over a previously visited landmass and go northwest to a bit of new territory.

Once this area has been cleared of its Demon infestation, peek to the landmass to the northeast. Your exit is on that island. First, you need to raise the bridge to get to it. Go west.



Break up the Scorpion generator and open the chest for a Supershot (PSX: Rapid Fire) power-up.

Shoot at the oddly-colored wall behind the fire jet to reveal a hidden chamber and the switch (5) you seek. The bridge to the exit (5) is now raised.



Use the Power-up on the Stone Golem who guards the exit. Defeat him and the pile of gold and the exit portal is yours.

Dragon

Goals

- Slay the Dragon

Enemies

- Dragon

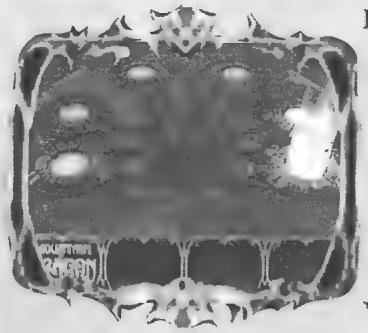
Power-Ups

- Food
- 3-Way Shot

Legend Item Needed

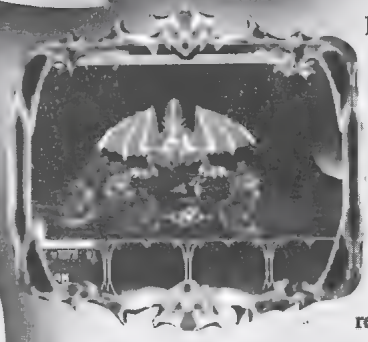
- Ice Axe of Untar

Walkthrough



Enter the Mountain World to access the final Stage and fight the Mountain World's boss, the Dragon. Do *not* enter this gate until you've acquired the Legend Item located in the Castle World.

The massive Dragon boss of the Mountain World sits with you on a small rock pedestal. If you found the Ice Axe of Untar in the Castle World, you will first see a cutscene N64 only: of your hero using it to extinguish the Dragon's fire. If this happens, the beast will be unable to use its fire attacks.

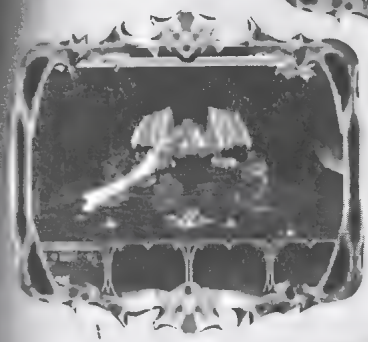


N64 only: The barriers on the floor give you temporary cover. They will disintegrate if struck, either by the Dragon or by you. One of the rocks disintegrates to reveal a 3-Way Shot power-up.

...and the close-range swipe.

If you're desperate, a bit of food sits near the Dragon's feet. You will probably absorb more damage than you'll gain with this venture.

When the Dragon expires, take the Stained Glass Shard that he leaves behind and wait to be transported back to the Tower.



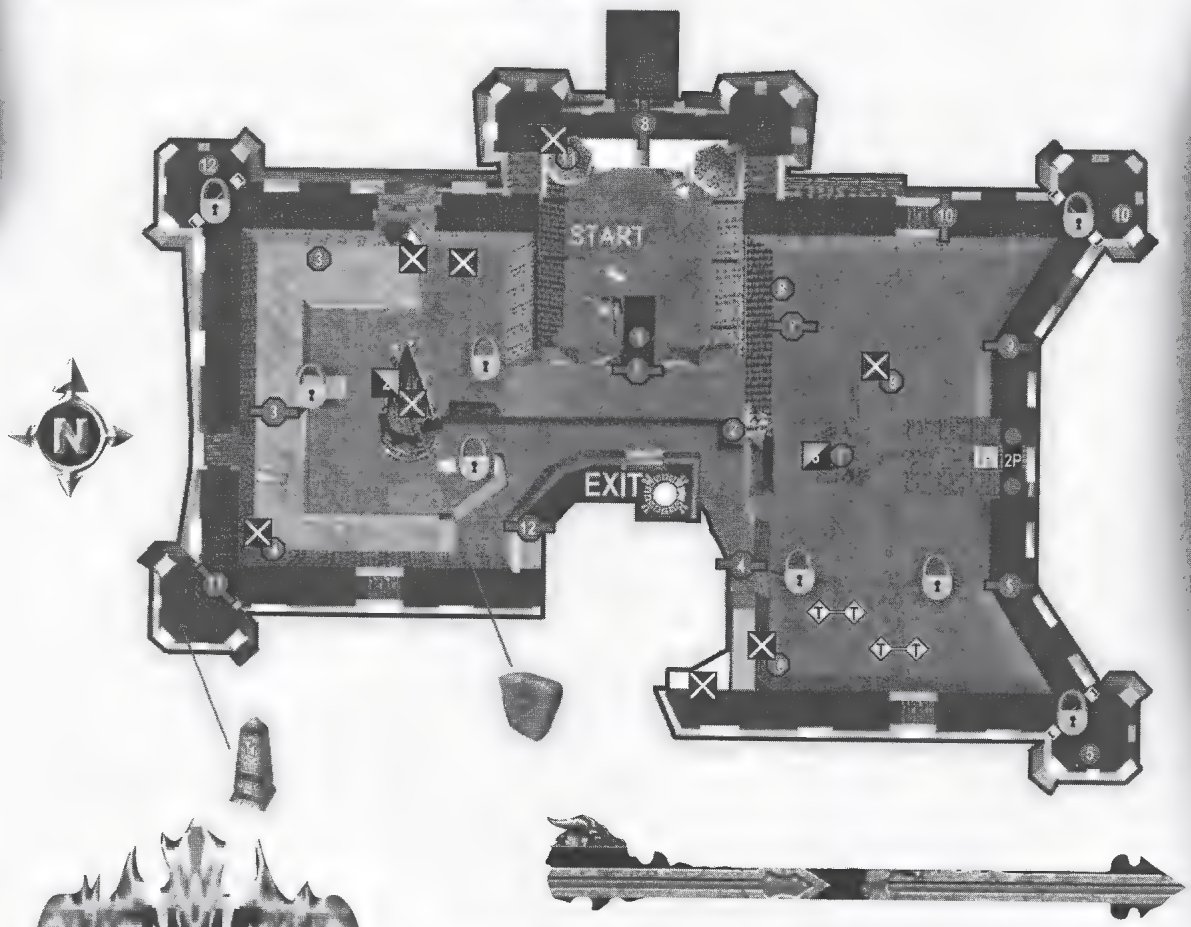
The Dragon has several attacks: a fire blast...

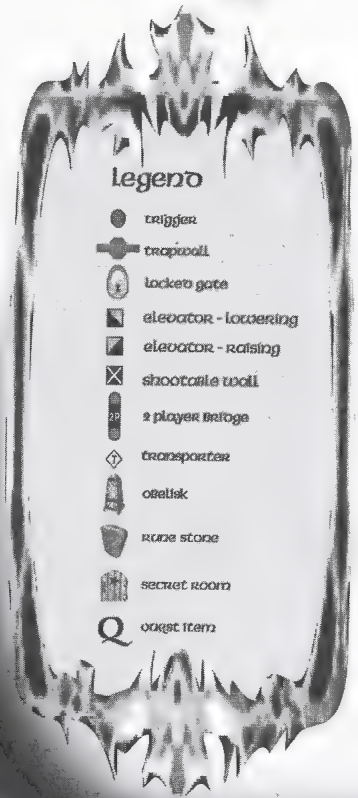
Sumner places the Shard back in the window for the first piece of the gate to Skorne's earthly headquarters.

...a fire ball...

...a shockwave stomp...

Castle Courtyard





Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

Enemies

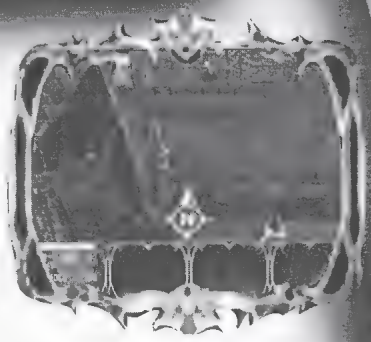
- Bombers
- Bowmen
- Death
- Giant Rats
- Granite Golem
- Grunts
- Kamikazes

Power-Ups

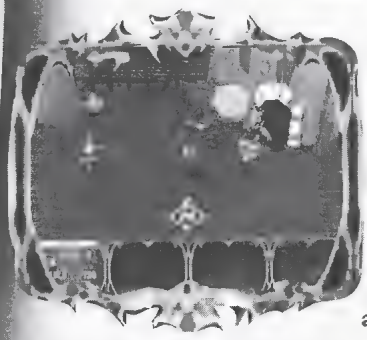
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Electric Shield
- Invulnerability (Silver)
- Phoenix
- Reflect Shot (N64 Only)

Walkthrough

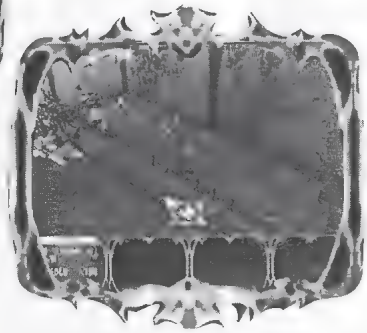
Enter the Castle World to access the first Castle Stage.



The rock hanging here contains the coveted Rune Stone. You can't get it from here, but you'll be able to in a moment.



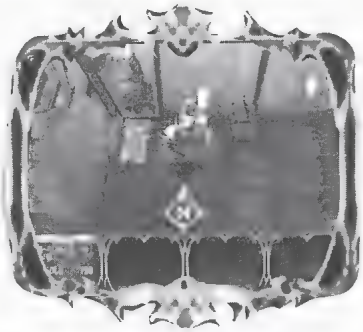
Beginning in a small courtyard, immediately turn around to eliminate the Rat and Grunt generators. Snoop around for a magic potion, a barrel with a key, and a scroll in a chest. (PSX: Pick up any extra item you find)



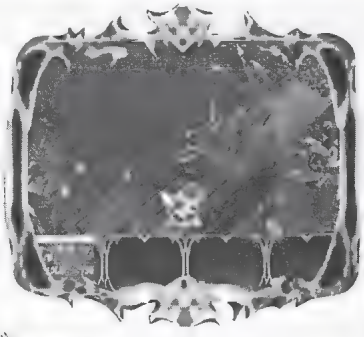
Go through the gated door to the north, fire on the Bowman, and shoot out the wooden gate in the hedge.

Scroll

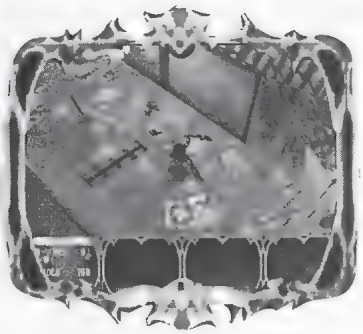
Even boulders hurled through the air can't smash a Rune Stone.



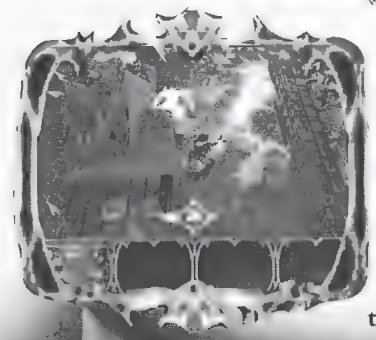
Shoot the wall out near the spikes and climb the stairs to an upstairs hallway.



Climb the ramp to the south to step on a switch (1) and open the door (1) in front of you.



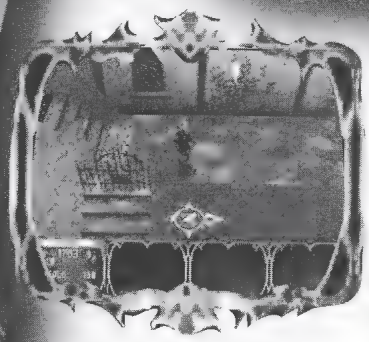
Get rid of the Rat generator and the Bowman guarding the switch (3). Don't forget the food in the barrel.



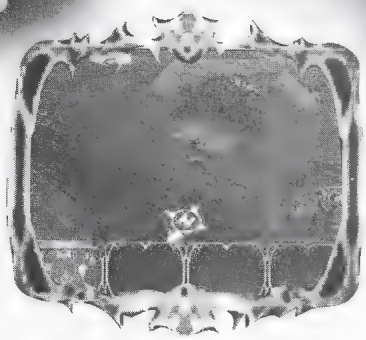
Clear out the Grunt generator to the east and look around near it for a switch (2) that opens a door (2) to the Rune Stone. (PSX: Pick up a three way shot.)

Scroll

An Obelisk sits in a corner parapet.

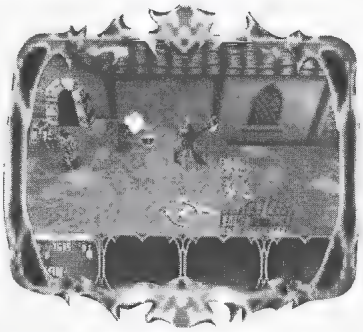


Turn the corner, open the chest for a scroll, and grab the nearby key. Continue until you arrive at a locked gate to the east, and spikes at the foot of a short flight of stairs.

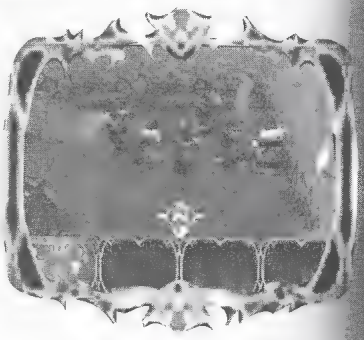


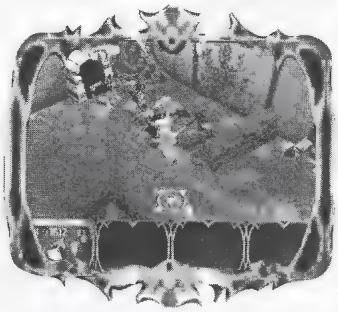
Round the corner to a locked gate. Open and descend back into the floor of the courtyard. You'll be coming back through this gate in a moment.

Bypass the gate for now and head up the stairs. Be ready immediately for an incoming Kamikaze. Grab the Silver Invulnerability power-up and hack the Grunt generator.

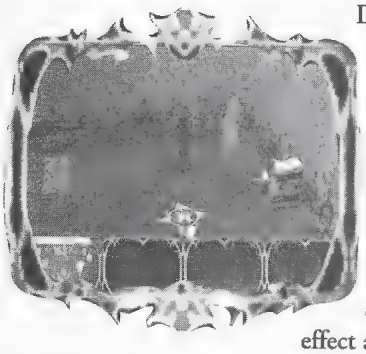


Descend the ramp and make a beeline for a nasty Grunt generator and a Rat generator around the corner.



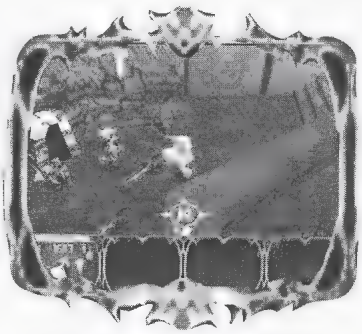


Continue south, shatter the Grunt generator, and chop at the rock pile in the corner for a hidden switch (4). (PSX: A potion is hidden under the rock pile. Trigger the switch (4) that is on the ground.) A door (4) further down the courtyard opens.

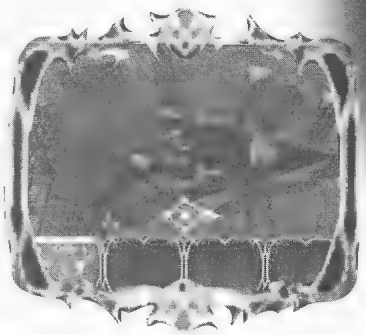


Don't overlook the Death Statue waiting in the corner by the Grunt generator. Approach him and pop him with a magic potion *after* he springs into action. Doing it while he's still in Statue form has no effect and wastes a potion.

Go down the short flight of stairs and blow up the Grunt and Rat generators. Convert the poisoned food here if you need it. Rifle through a barrel for gold and look for a scroll.

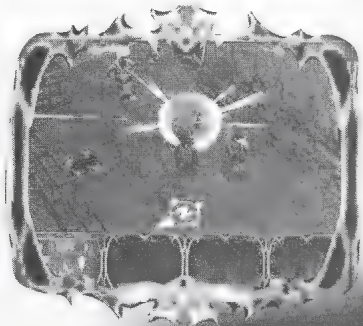


Approach the big rock through the gap in the fence (2) and hack at it to reveal this world's first Rune Stone. Pocket it (PSX: Collect any keys around) and head back to the gate through which you entered. Don't forget the key near the ramp.

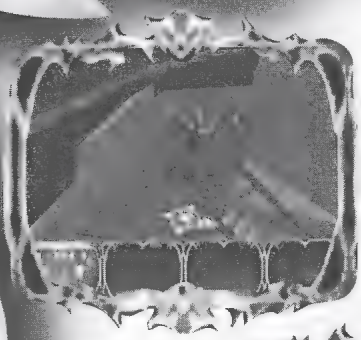


Scroll

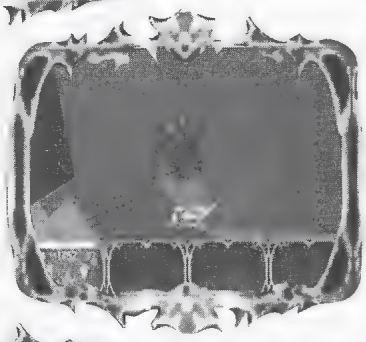
Cracked walls and crumbling debris have covered many switches here.



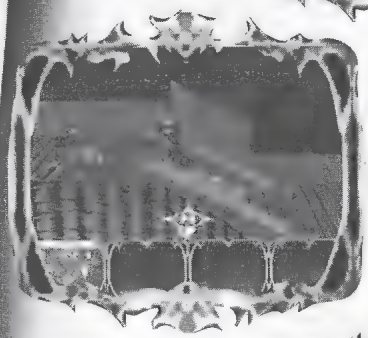
Continue east and wipe out the Grunt generator at the corner. Steal their key and round the corner to a flight of stairs.



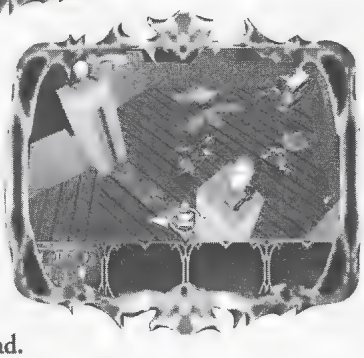
At the top of the stairs, pound the Bowman and open the chest for a dose of food.



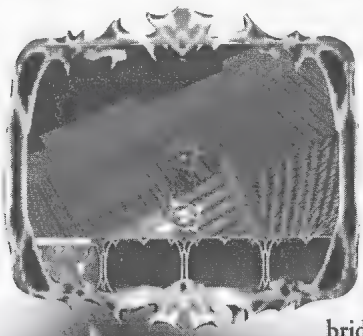
Chop at the wall by the Bowman for an Electric Shield power-up.



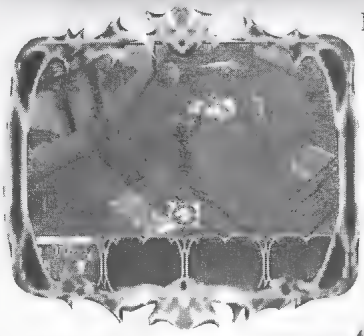
Climb the stairs to defuse a Grunt Bomber waiting at the top.



At the first corner parapet, unlock the large gate and dismantle the Grunt generator. Snag a magic potion from the barrel and step on the switch (5) to open the door ahead.

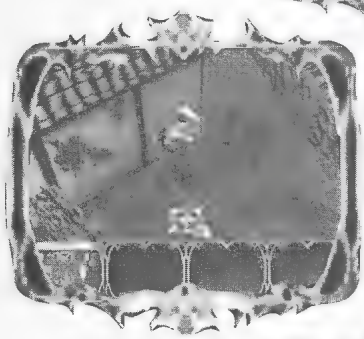


Leaving the parapet, grab a key and continue through door 5. A button sits at the head of a staircase that leads to the floor of the courtyard. Stepping on it activates a shortcut bridge, but it's only usable by multiple [illegible] (one must stand on the switch while the other stands [illegible] itself).

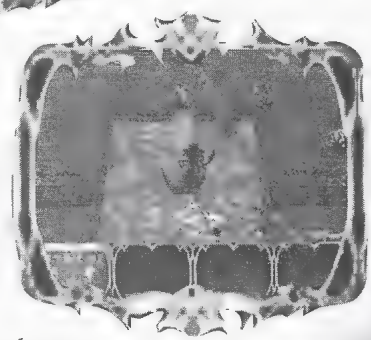


Descend the stairs, shatter the Grunt generator, and scoop up a key. Unlock the gate in the hedge, dice the Rat generator, and extract the key from one of the barrels.

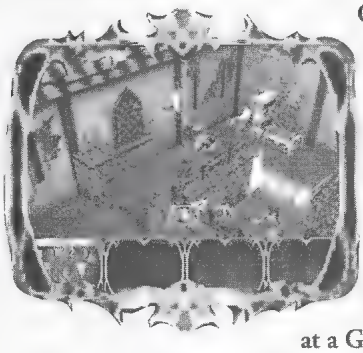
Hop onto the transporter pad to access the adjacent area and eradicate the Rat generator. Get on the next transporter to confront a Grunt generator.



Smash the wall next to the Grunt generator to find a switch (6). Open the gate to the north.



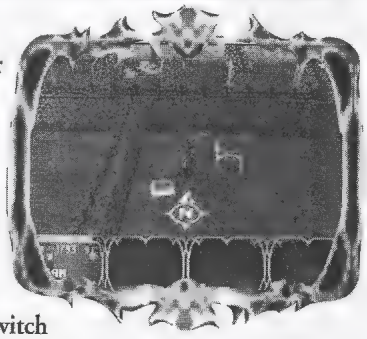
Walk up to the pool and open the chest containing a Reflect Shot power-up. (PSX: Gold) Be on the lookout for trouble. Cross the little bridge (6) to a switch (7) in the middle of the pool and scurry back to shore.



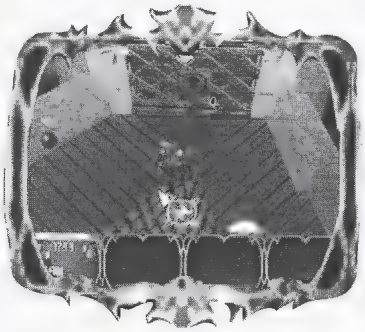
Go through a gate (7) to the north, disable a Grunt generator, and pop the switch (8) to open a door high on the castle wall. Open the chest for a fine cut of meat and navigate the series of force gates until you arrive at a Grunt generator. A barrel along the way has a key, and a scroll makes good reading.

Scroll

Check every nook and cranny to clear the pathway ahead.

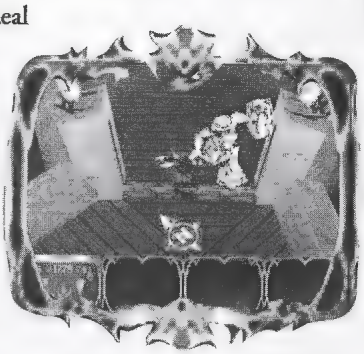


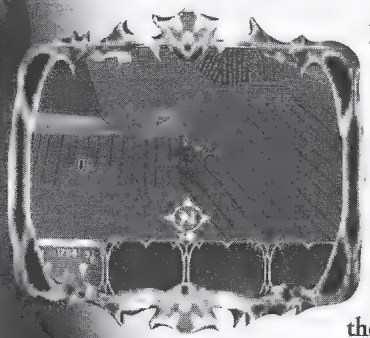
Take out the generator and the Bowman in the corner and head towards the tall staircase. A chest contains treasure and the adjacent rock hides a switch (9) that opens a door ahead. (**PSX:** Switch (9) is on the ground while the rock hides a key.)



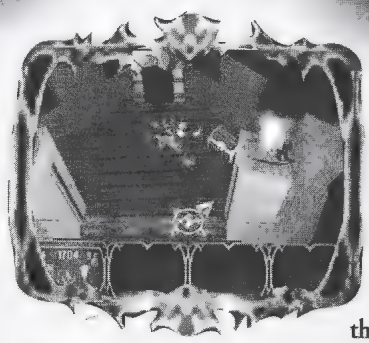
Climb the staircase and turn left. Go through door 9 and bypass the locked door to the parapet. Snuff the Bomber before attacking the creature that sits behind that locked door.

Unlock the door and deal with the Granite Golem to win access to a switch (10) and a Phoenix power-up. Leave the parapet, go through the door (10) opened by that switch, puncture the Bowman, and climb the stairs.



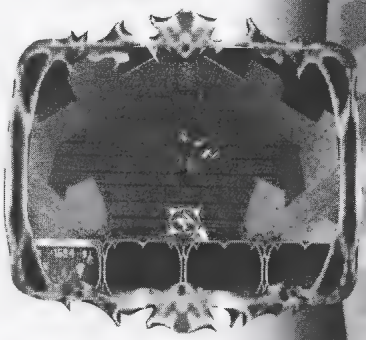


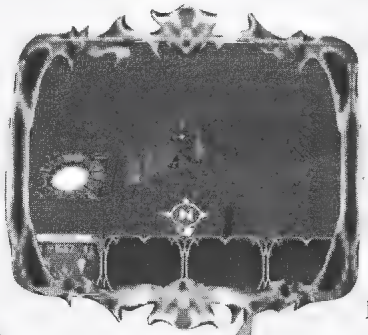
Kill the Bowman and stop before you go down the next set of stairs. Hack at the wall to get to another switch (11) to open the parapet harboring the Obelisk. (**PSX:** Switch (4) will be on the ground.) Go down the stairs and be ready for a Kamikaze. Pick up any items you see.



Unlock the next parapet and obliterate the Grunt generator. Crack open the chest for some gold and step on a switch (12) next to it to open the door to the exit.

Kill the Bowman guarding the stairs and vaporize the Rat generator outside the Obelisk's parapet. Enter the parapet and touch the Obelisk. (**PSX:** Use your turbo attack to destroy the Granite Golem.)

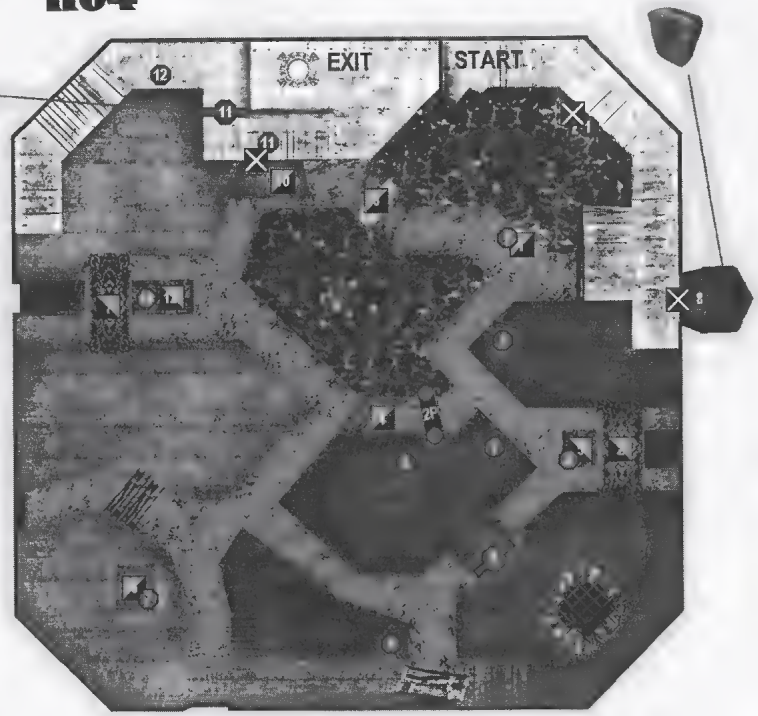




Continue by pounding the Bowman guarding the next stairs and follow the path until you confront a large Grunt generator. Pulverize it and follow the stairs to the exit portal.

Dungeon of Torment

N64



Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

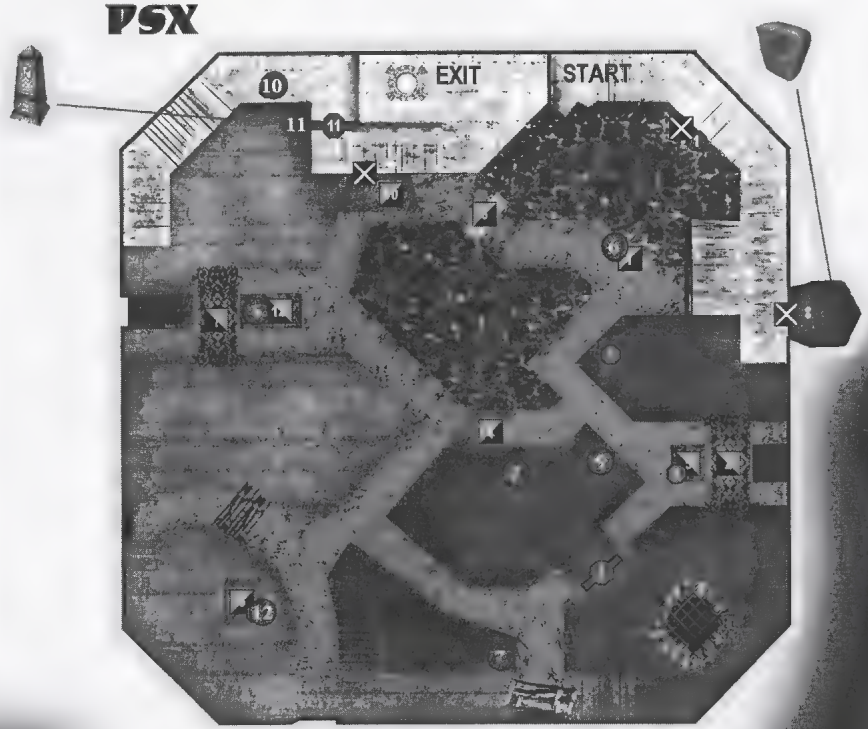
Enemies

- Bombers
- Bowmen
- Death
- Giant Rats
- Granite Golem
- Grunts
- Kamikazes

Power-Ups

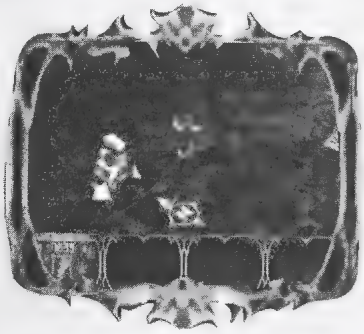
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Acid Amulet
- Levitate

PSX



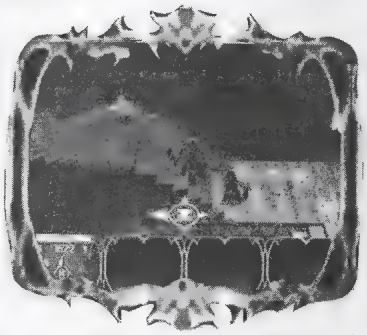
Walkthrough (n64 only)

Enter the Castle World to access the next Stage.

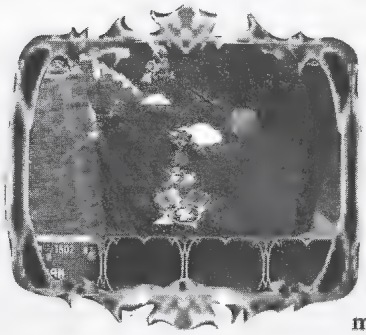


Break the wall to the right of the upper generator to reveal a switch (1) that raises a nearby elevator.

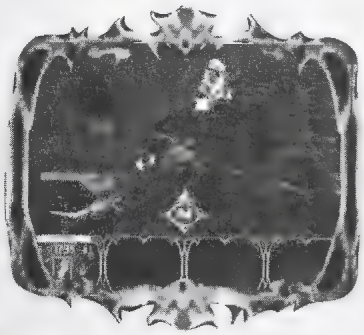
Head down the stairs, grabbing a magic potion and disabling a Grunt generator. Continue down the stairs past a large landing and down a short flight to another Grunt generator.



Southwest from the switch, a small platform (1) has risen. On it, a chest of food is yours as is the switch (2) that is revealed after your meal. This raises a bridge southeast of your current position.



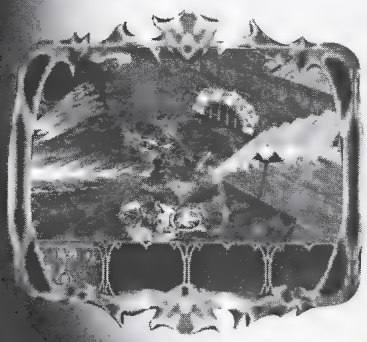
Shatter the generator and snuff the Bomber before collecting the scroll and the key and pressing the switch (3). You'll be returning here momentarily.



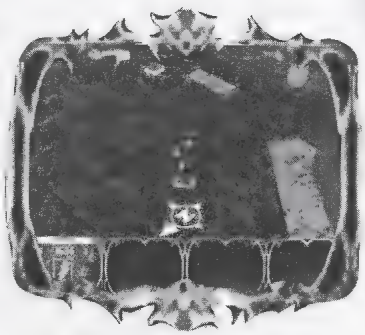
Cross the bridge to the west (3) and rub out a Bowman and two Rat generators.

Scroll

Checking under every chest can reveal something you need.

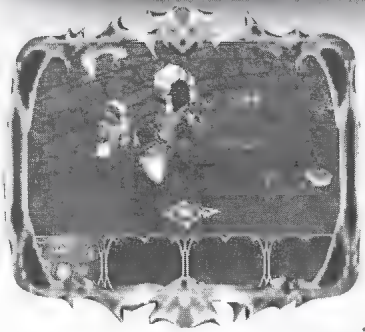


Go back up to the landing and down the other side (convert the poisoned food if you need it). Clobber the two Grunt generators to clear the area.



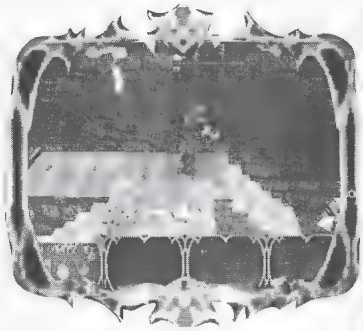
Step on the switch (4) in the center of this platform (the other switch here creates a multiplayer bridge to the same place) to raise a bridge (4) to the platform to the south.

As you cross the bridge (4), you'll awaken a Granite Golem. Be careful not to hit the barrel next to the bridge or you'll have to deal with Death too. Open the chest for an cid Amulet, touch both the switches here (5 and 6). eturn to the large landing.



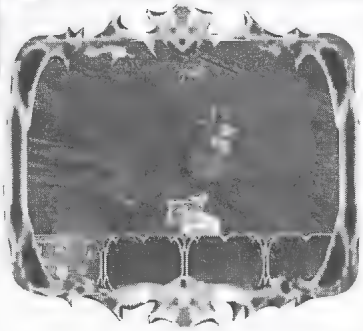
Climb up from switch 9 and go up the next set of stairs to the west. Obliterate the Rat and Grunt generators and cut the Bowmen off at the knees. The chest has a magic potion and the barrel holds a scroll. The switch (7) raises a bridge to the north.

trike at the bars on he wall behind the anding. It breaks way to reveal a key nd the Rune Stone trapped behind another set of bars (8).



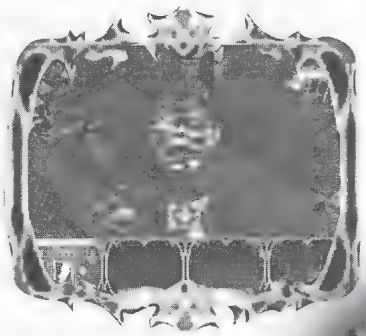
Scroll

Rasha's Scimitar hides in the cavern. Find it there first to defeat the Castle guardian.

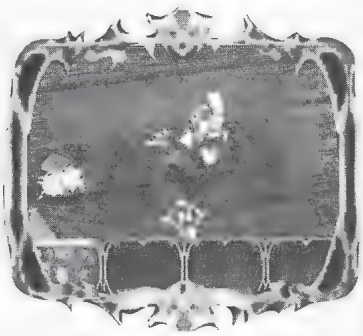


Walk down the planks to the north and wipe out the pair of Rat generators and the Grunt generator against the wall. Two piles of gold (one in the barrel) are your reward.

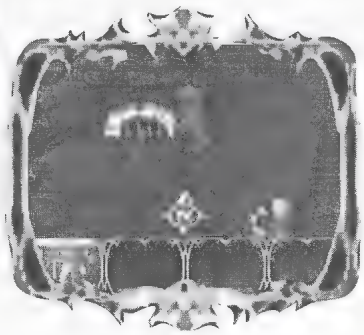
Descend the stairs to the south and cross the newly risen bridge (2). Off to the side, a platform (5) has risen to offer a switch (8) that liberates the Rune Stone. Go fetch the stone and return to the bridge.



Grunts will start pouring over the bridge (7) as soon as you get near it. Since there's no way to hold them off, plow into their midst to eradicate all of the generators to your north.

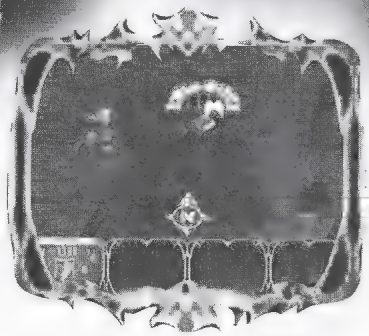


Cross the bridge to eliminate Rat and Grunt generators. Approach the stairs, but be ready for a Kamikaze attack. Climb the stairs, cross the wood planks, and descend the next steps to dispatch a Grunt generator, get some gold, and flip a switch (9). Note that you've already been where this switch allows you to go, so there's no need to go back to doo



Before climbing the stairs, be on the lookout for this world's second and final Obelisk. It's easy to miss.

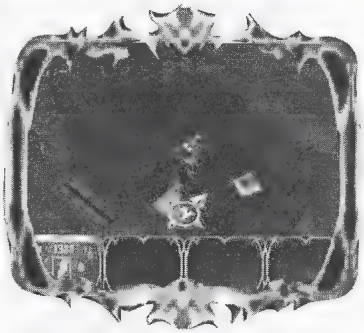
Climb the stairs to activate a switch (12). This raises a platform (12) adjacent to bridge 7. Return there.



newly raised platform (10) to find a Levitate power-up and a switch (11). Go back up the stairs.

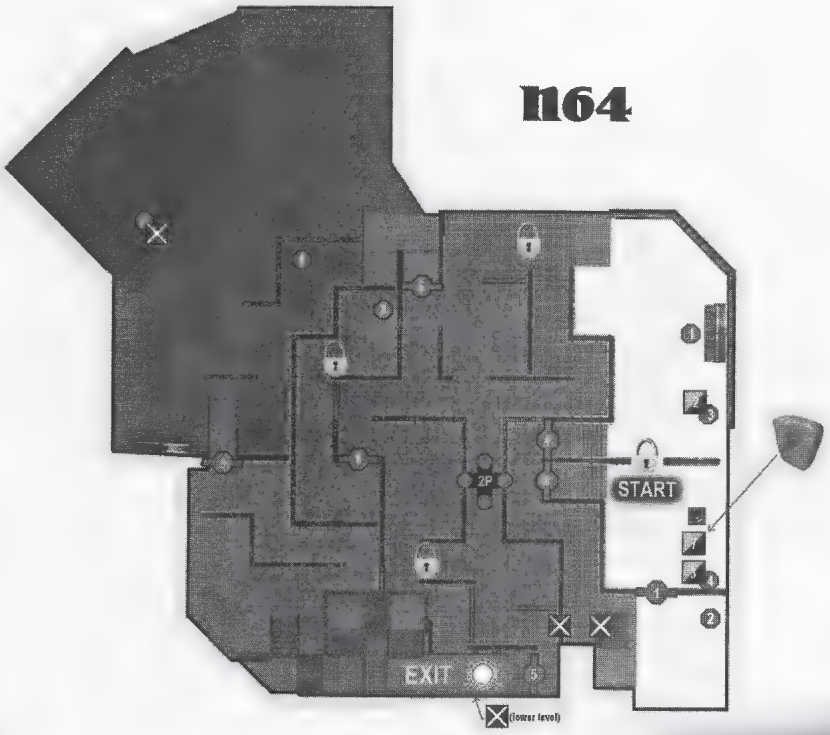
Step off the bridge to press this switch (10), raising a platform east of the Obelisk (10). Go there now.

Fire at the wall of this



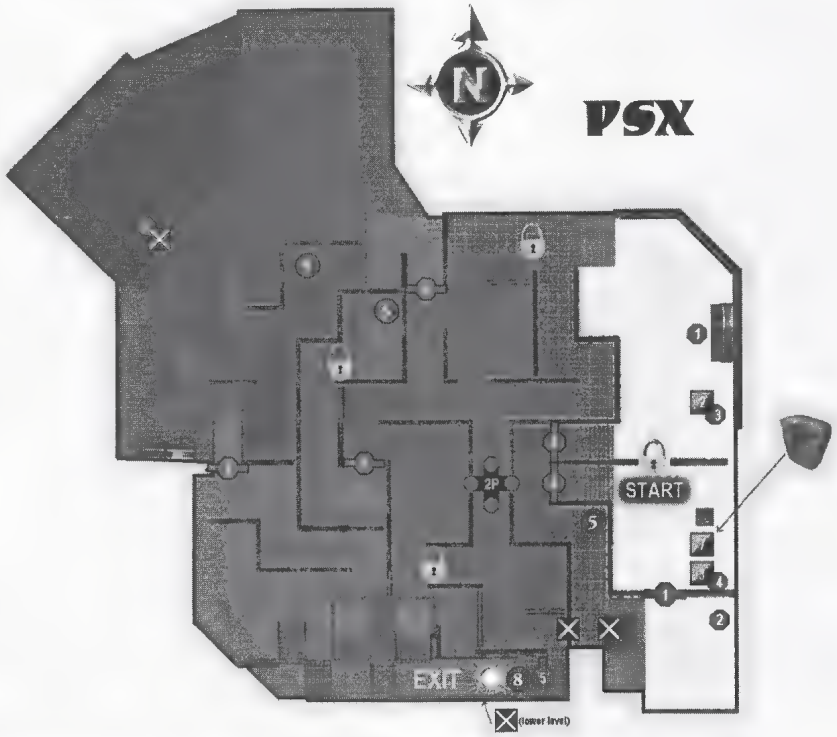
Go through the now-open door 11, crush the Grunt generator, and hop triumphantly into the exit portal.

Tower Armory



Tower Armory

PSX



Goals

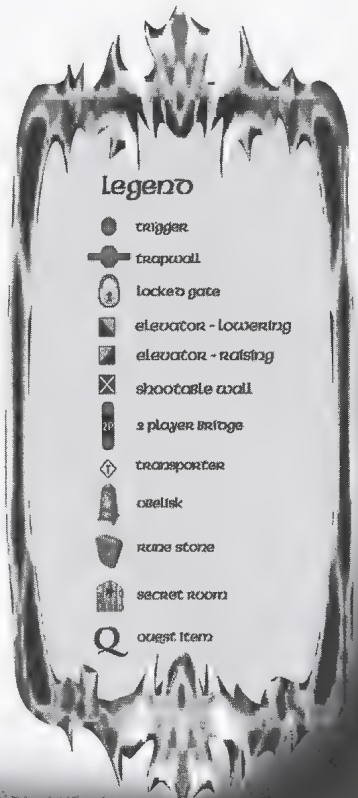
- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

Enemies

- Bombers
- Bowmen
- Death
- Giant Rats
- Granite Golem
- Kamikazes
- Undead Knights

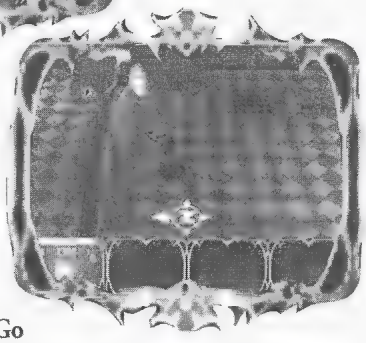
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Acid Breath
- Electric Amulet
- Speed Boost



Walkthrough (N64 only)

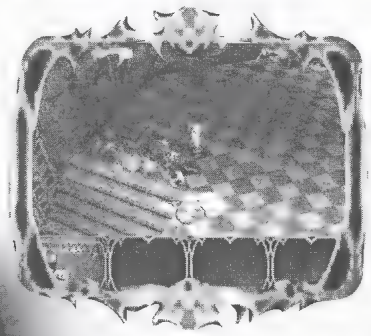
Enter the Castle World to access the next Stage.



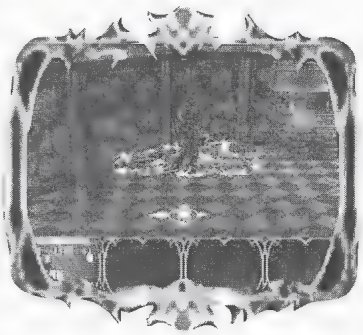
Melt down the Undead Knights emerging from a generator and take a moment to collect a key and a scroll in the barrel. Another barrel conceals a 3-Way Shot power-up. Go through the locked door to the left to enter the Fireplace Room.

Scroll

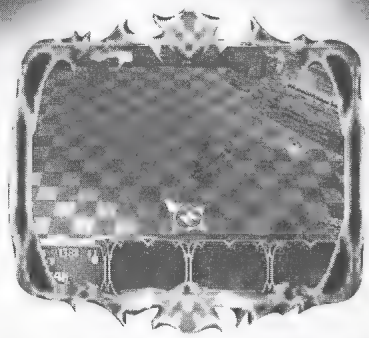
Rune Stones and sides of beef all hang from chains underneath. Find a way to raise them.



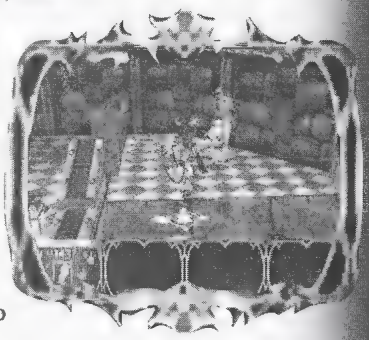
Storm in and crush a Rat generator and a pair of Knight generators. Bull rush a Bomber who retreats to the west.



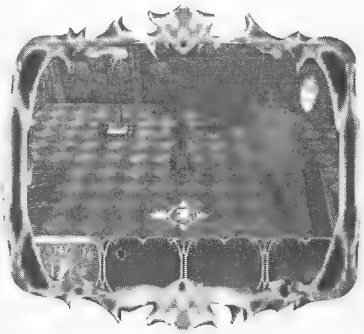
Explore this large room. A chest gives you a big dose of Death. A barrel holds gold, and another chest stores food.



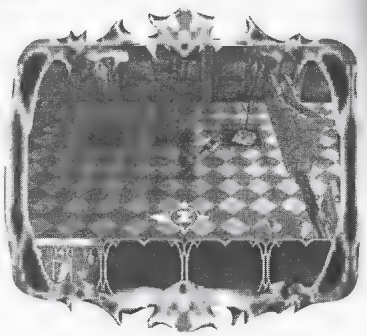
Stomp on the switch (1) in front of the fireplace and return to the starting room.



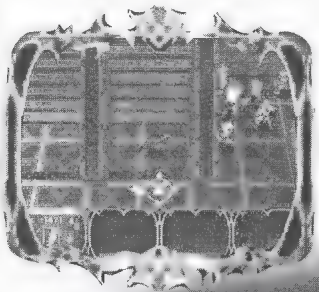
The door (1) to the south is now open. Go in and slice and dice Rat and Knight generators. Here you'll find food sits next to a switch (2). Activate the switch. Return to the Fireplace Room.



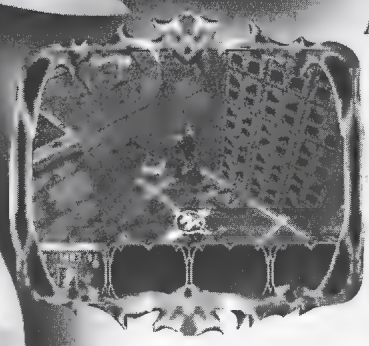
A switch (3) has risen from the floor. Punch it and return to the starting room.



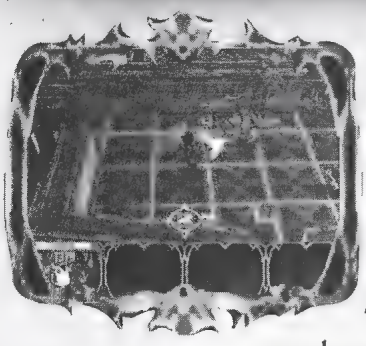
A new switch (4) has risen in *this* room. Press it to open the doors to the west (down). Note that the Rune Stone is located in one of these floor holes. When you press the appropriate switch (7), you'll return here to claim your prize.



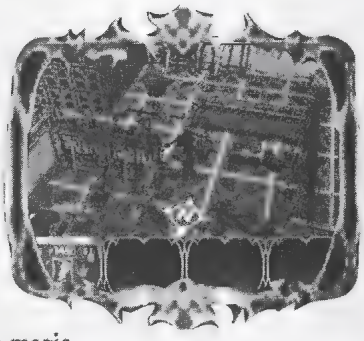
Go down the stairs and through the door (4) to hack open a Knight generator. Follow the hall south.



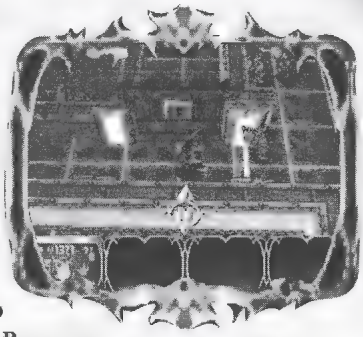
At an apparent dead end, bash a Knight generator. The walls on both sides of you break away—a switch (5) is hidden on the left, while cutting a hole in the wall to the right allows you to proceed.



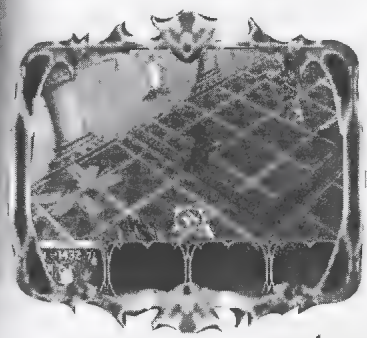
Head north from the Golem lair and fight though a pair of Knight generators. Get a key and tread lightly over the bed of spikes. The door to your left (8) is blocked at the moment. Turn and head east towards a pair of force field traps.



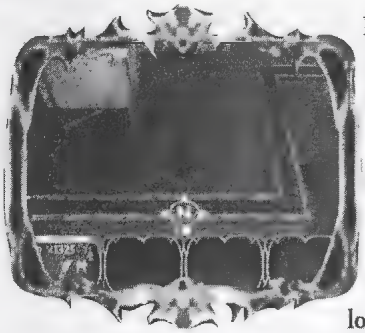
ead west. Before ou take out the Rat enerator to the outh, go to the oom to the north. Rat and Knight generators must crumble before you scan the room for an Electric Amulet and a magic potion (which are hidden in chests). You'll also find a pile of gold and a key that is by a locked door, which you shouldn't open yet.



Open the locked door between the force field traps and go north. Descend a flight of stairs and prepare to give a Kamikaze premature detonation. Hammer a Knight generator and turn the corner to wipe out a Bomber, a Bowman, and several Rat and Knight generators.



Go south and break open a barrel for a scroll. Behind a lowered wall (5), a Granite Golem is begging for a fight. Defeat him and earn a key and the right to press a switch (6). A wall near the switch breaks open.



Begin your search of the room in the alcove south of the stairwell. Find and press a switch (8) to open a new part of the armory and smash a barrel for a Speed Boost power-up. Other items in this lower level include a chest of food, a key, a scroll, and a magic potion.

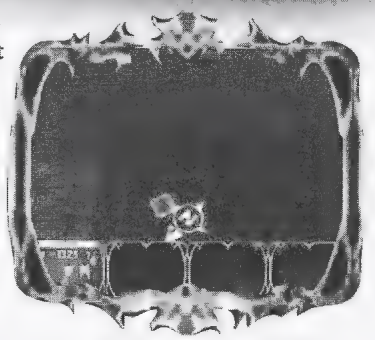
Scroll

This Golem must be defeated or your pathway will be blocked.

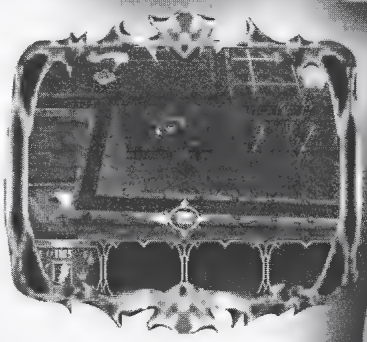
Scroll

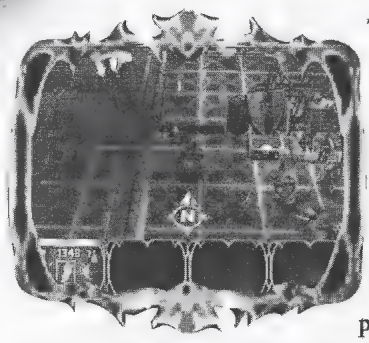
Retrace your steps if this gate is shut. A switch nearby will lead to a shortcut.

Chop at the northwest wall until a chunk of it evaporates to reveal a switch (7). Press it so you can claim the Rune Stone when you eventually return to the room you started in. Return to door 6 (at the head of the staircase).

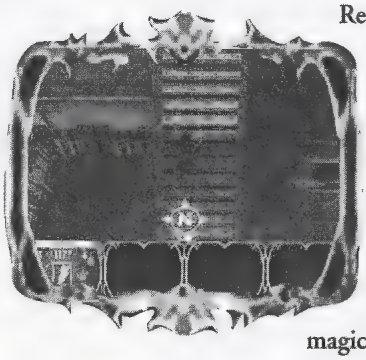


Go through door 8 and follow the passage to a Knight generator and a locked door. Open the door and jump with both feet onto the switch (9).



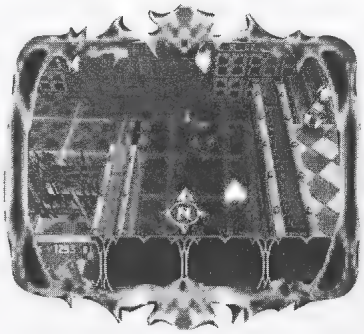


Turn east and rub out a Rat generator and a Knight generator. A pair of chests hold poisoned food and gold. Go north into a small chamber with a key and an Acid Breath power-up.



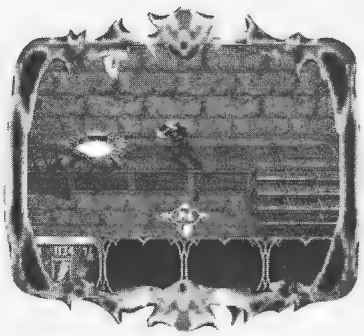
Return to the downstairs level (where you found switch 7) and climb the stairs to the newly opened door 9. Follow the passage, clearing out all Rat and Knight generators. Search around the foot of the stairs for a chest of magic and a key.

Unlock the door and go east into a hallway. Eliminate a Knight generator and grab a key before heading up the stairs to the Fireplace Room.



Proceed up the stairs. You'll need to stuff a pile of gold in your sack and contend with two Knight generators, but salvation awaits at the top.

Go to the starting room to find the Rune Stone risen from the floor. Stow it in your pouch and go straight to door 8.

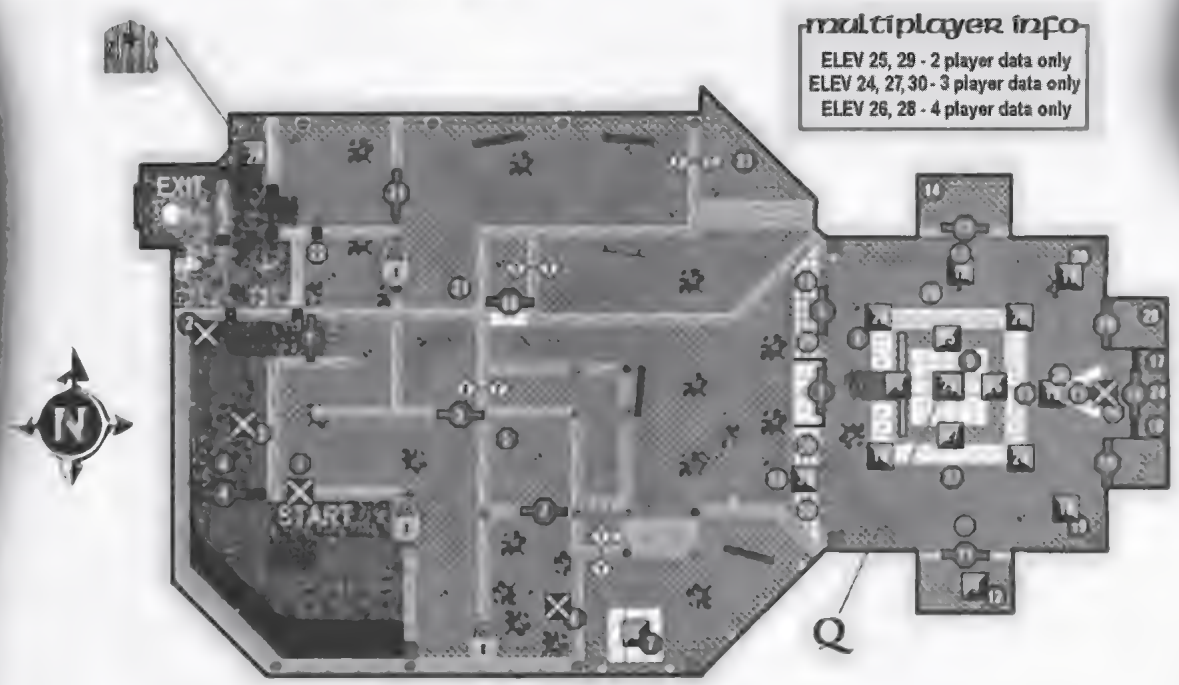


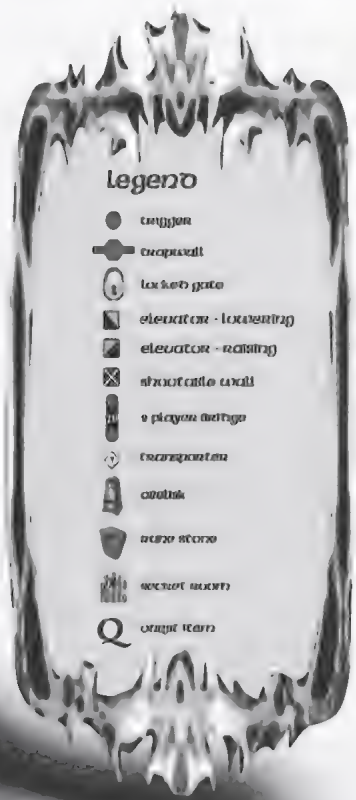
The exit portal is clear.

Castle Treasury

multiplayer info

ELEV 25, 29 - 2 player data only
ELEV 24, 27, 30 - 3 player data only
ELEV 26, 28 - 4 player data only





Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: Yes
- Secret Level Access: Yes

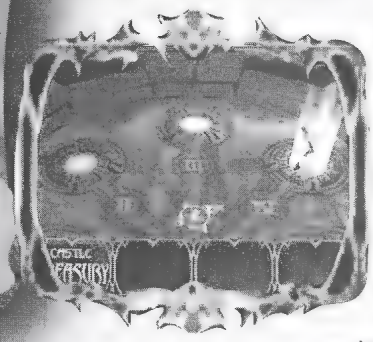
Enemies

- Bombers
- Bowmen
- Death
- Giant Rats
- Granite Golem
- Kamikazes
- Undead Knights

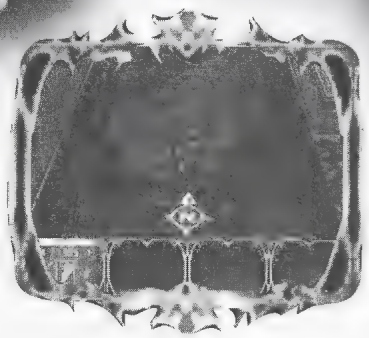
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Electric Amulet
- Electric Shield
- Fire Amulet
- Fire Shield

Walkthrough

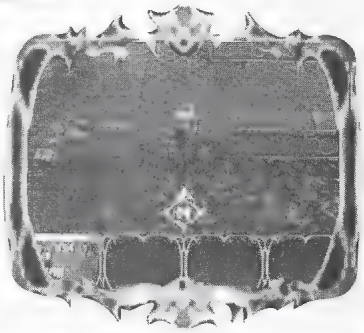


Enter the Castle World to access the next Stage.

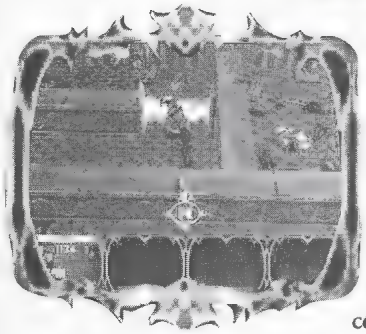


The switch to the south (4) opens the adjacent door. Pick up a key before departing.

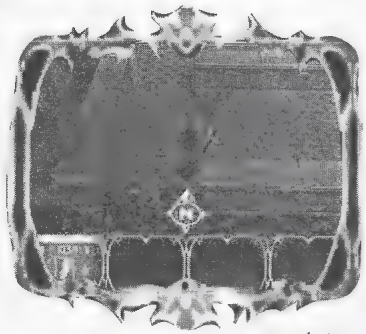
Break through the nearby wall and touch the switch (1) as you follow the passage north. Brutalize a Rat generator.



Around the corner, devastate a Knight generator but be careful not to shoot the magic potion next to it. Get the key and go up the stairs to return to your starting point.

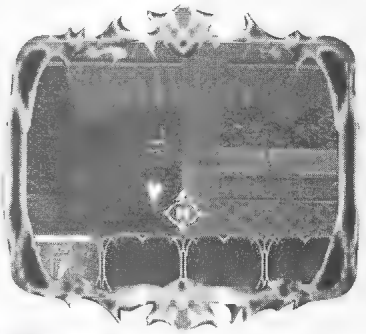


Around the corner, a force field (PSX: Spike) trap stands between you and a Knight generator. Use the trap against your onrushing foes and pass through when the coast is clear.

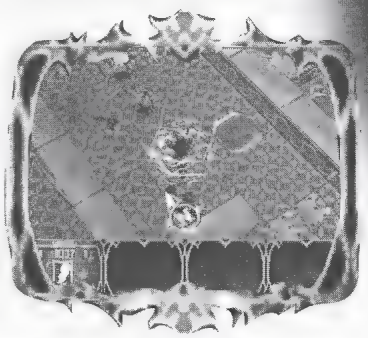


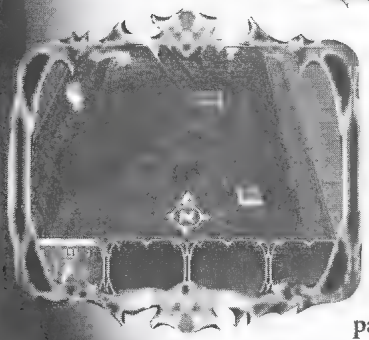
Go through the broken wall and turn right. Pick up some food as you enter a hallway and turn right to clear out a small but densely populated room past open door 3. Don't jump into that transporter yet, however. Just clean house and come back later.

Turn west and pass through open door 1. Descend the stairs into the basement.

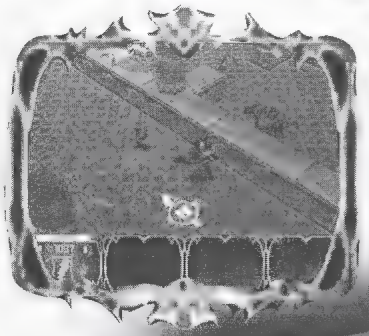


Eviscerate the Rat and Knight generators and pilfer the key in the barrel. You'll be returning here shortly to use that transporter.





Get rid of the Rat generator before snooping around. Breakaway walls at the foot of and south of the stairs hide switches (2 and 3) that open the next part of the Treasury. (PSX: Breakaway wall hides a potion and the switches are on the ground.) A chest here has gold.

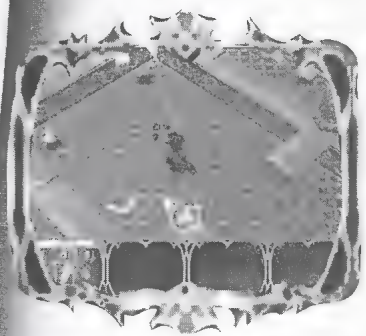


For now, return to the hallway and go south. On your way, pick up an Electric Shield power-up and a scroll hidden in barrels, plus add [illegible] to your [illegible]

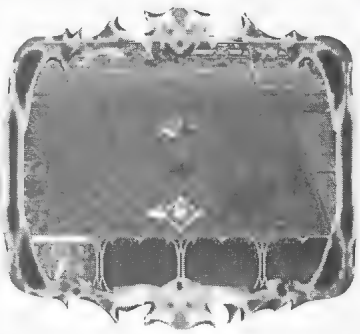
Scroll

Marks on the floor are hidden under supports of black stone in the basement.

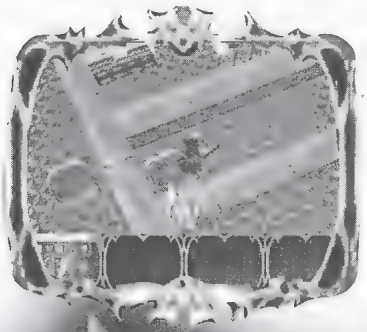
Unlock the door at the south end of the hall. You'll have to contend with a Granite Golem and a Knight generator. Once the room is clear, explore freely but watch out for arrow fire from above.



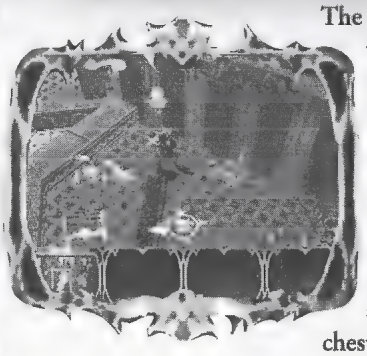
Head into the small alcove to the north for a bit of dinner, a key, and a switch (5) that opens a rather important door later on.



Return to the room to the south and knock out the eastern wall for another switch (6). (PSX: A silver Invunerability is hidden behind the wall. The switch (6) is out in the open.) Go back to the room with the transporter.



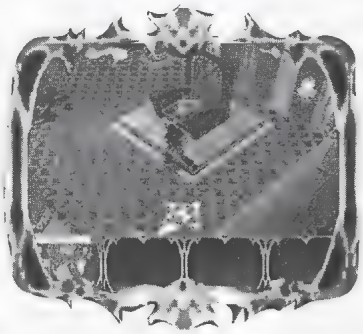
Step on the transporter and you will move to the other side of the wall. Follow the hallway to another transporter near a magic potion.



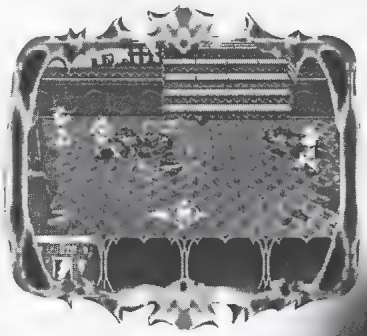
The second transporter whisks you to the throne room. Eliminate the Bowman and other immediate opposition. Gut a Bomber to the east and two Knight generators along the walls. A chest reveals a scroll.

Scroll

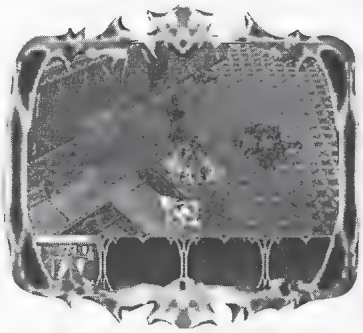
To raise the throne you must find a secret spot near the Golem.



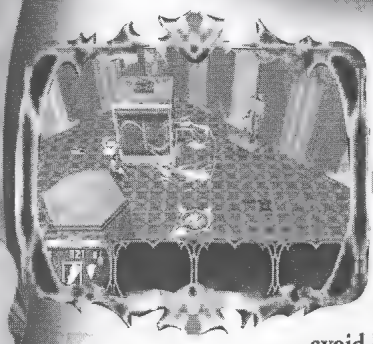
Step on the throne to activate a switch (7) and go down the stairs to the north for some brutal combat.



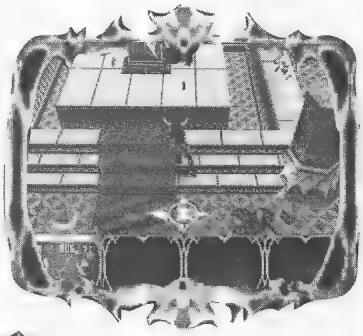
You must deactivate two Knight generators while being bombarded from above and having to be ready for at least one Kamikaze attack from the east.



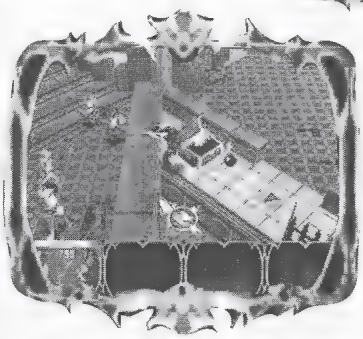
Once the coast is reasonably clear, open one barrel for a key and the other for a bit of Death.



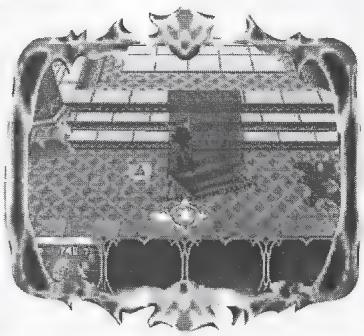
The room to the east is crucial but also thick with opposition. It might help tremendously to be invisible when you enter. At least turn on a Shield of some kind because it is impossible to avoid being attacked from multiple directions. Dispatch three Knight generators and several Bowmen.



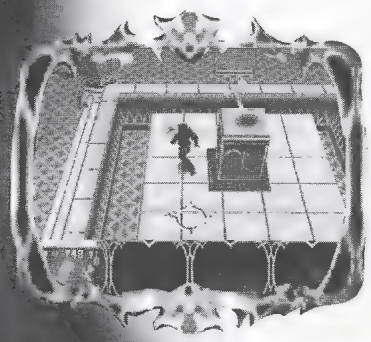
You will have to fight the Bomber on the central platform from a distance—unless you know which switch to throw.



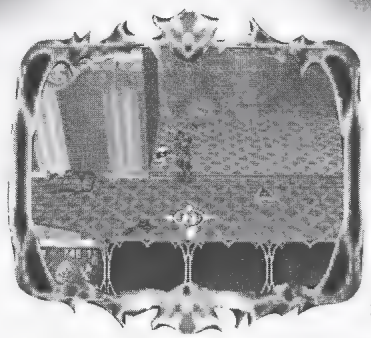
Once the room is clear, search the balcony to the west for a chest containing a Fire Shield and a switch (10). Beware the Bomber on the platform above.



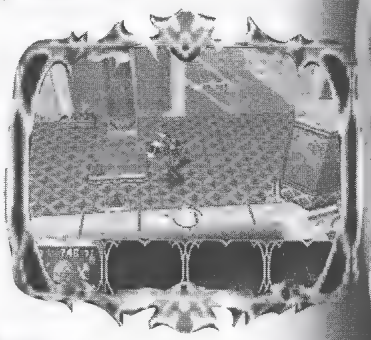
You have many switches to throw here, so follow closely. Note that switches 24–30 as shown on the map only exist in multi-player games. First, touch the switch (8) just west of the central platform.



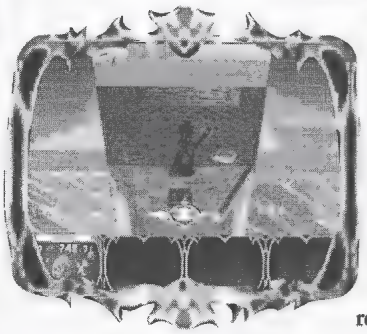
Step up onto the platform and touch the next switch (9) (N64 only). Note that the Legend Item here will not be accessible until you've touched a switch elsewhere (23).



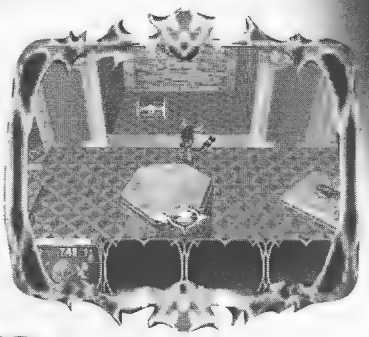
Go to the switch (11) at the south side of the room and touch it to open the wall. Enter and claim the pile of gold and step on the next switch (12).



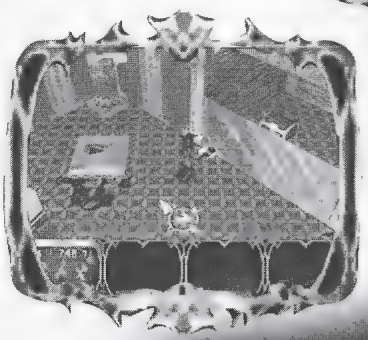
Walk to the eastern side of the room and step on the next switch (15) to bring down the elevator (15).



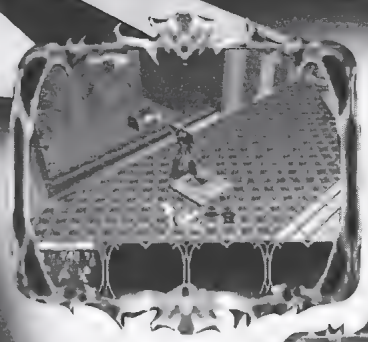
At the top, step on the next switch (16) to open a hidden door (16) that hides two more switches (17 and 18). (PSX: Another switch (24) is hidden here. It reveals the secret stage opening.) These lower the two columns near the elevator, allowing you to reach two more switches there. Return to the floor.



Touch the switch (19) on the lowered southeastern column to lower the glass (19) and expose a chest with something good.

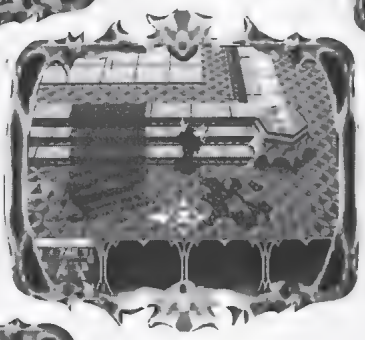


Next, touch the switch (20) on the lowered northeastern column to lower the other pane of glass (20), revealing a chest of gold.

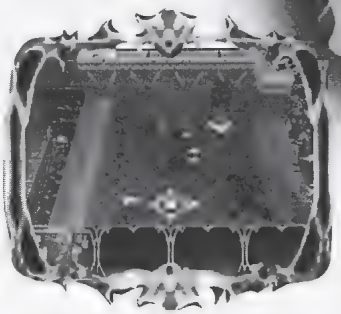


Touch the switch (13) on the northern wall of the room to lower the wall (13) and help yourself to a chest of gold and one final switch (14).

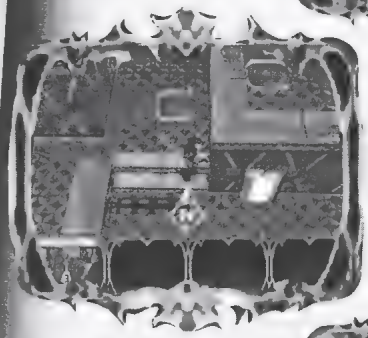
Return to the transporter next to switch 23 and go through it. Ravage two Knight generators, a Bowman, and a Rat generator. Search around for three keys (one in a barrel) and a switch (21). **Don't step on the switch just yet.**



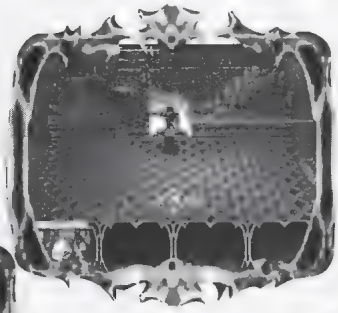
Finally, go to the southwestern column (14) on the central platform. It has lowered to reveal a pile of gold.



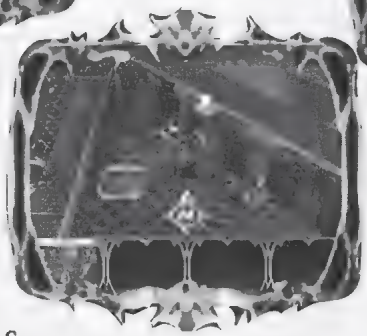
Open the locked door east of the switch to deal with a Knight generator and touch another switch (22) (N64 only). Grab a key and convert the poisoned food if you need to.



Head down the hall to the west to door 10. Enter and hop onto the transporter.



Now touch the switch (21) south of this room and the door to the northwest drops open. March in and demolish the Knight generator on the floor and the one on the stairs. A chest hides a magic potion.

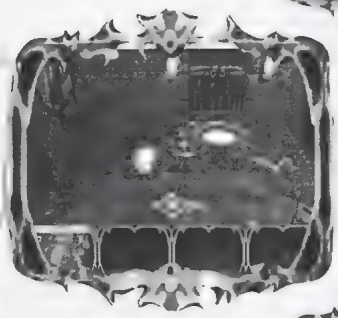


Emerging in the room next door, fight your way through two Knight generators. Around the corner, a switch (23) and a scroll are hidden in a barrel. (PSX: Grab the key as well.) Step on the switch and go back to the room-of-many-switches.

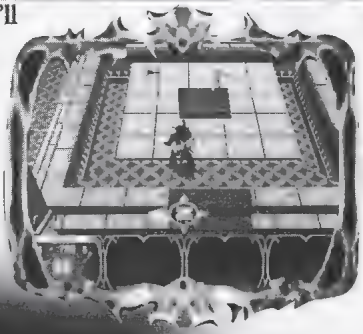
On this first landing, note the entrance to the Secret Stage. You'll return to it in a moment.

Scroll

Untar's Ice Axe is within your grasp! It's a cold way to treat a Dragon.



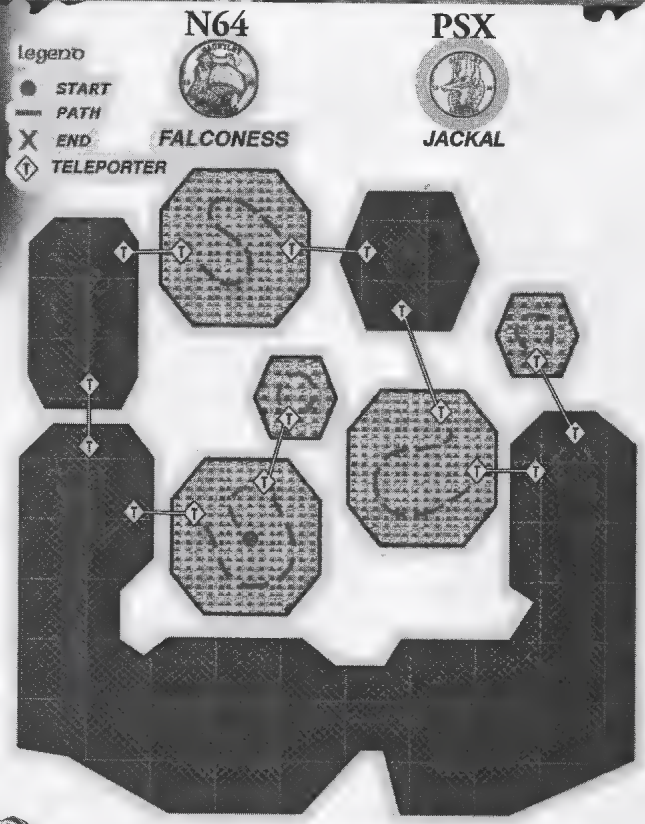
Fight your way up the stairs to the exit portal. Claim the Electric Amulet in the chest and go back to the Secret Stage entrance.

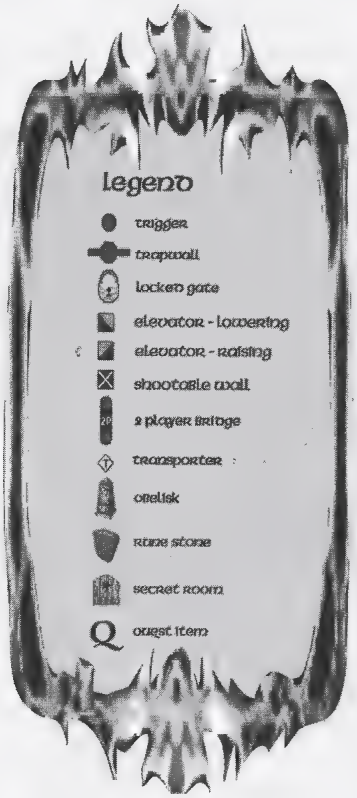


When you return, you'll find that the platform (23) on the central platform has lowered, allowing you to claim the Ice Axe of Untar, a Legend Item useful f[illegible] the [illegible]ragon [illegible]ountain.

Dive in if you want to see a new secret Hero.

Secret Stage: Space Station 5





Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

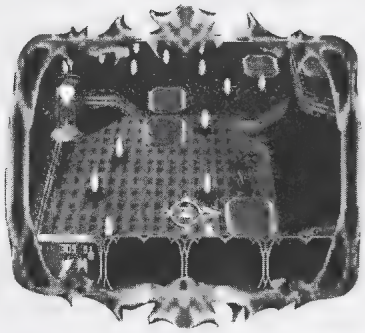
Enemies

- None

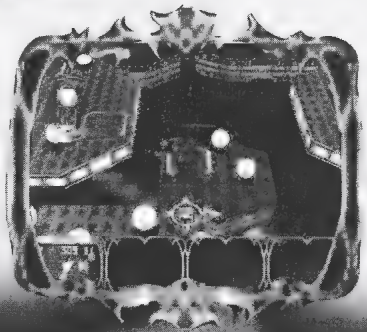
Power-Ups

- Tokens

Walkthrough



Use the transporters to move from platform to platform. Focus on the largest platform for the highest concentration of tokens.



Don't, however, ignore the small islands that provide high doses of tokens in smaller areas.

Chimera

Goals

- Kill the Chimera

Legend Item Needed

- Scimitar of Rasha

Enemies

- Chimera

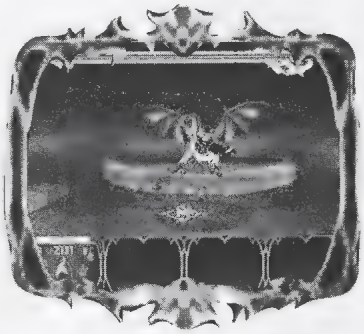
Power-Ups

- Food
- Speed Boost

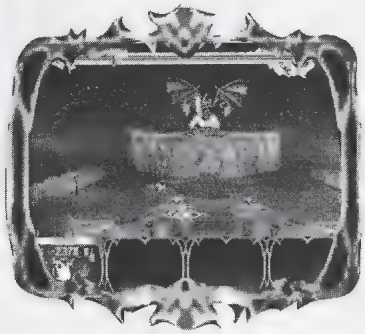
N64 only: The Chimera is a multi-headed beast seated atop a large platform. If you have the Scimitar of Rasha (found in the Mountain World), you will first see a cutscene of your Hero using it to seriously injure the Chimera's lion head. Since you only need to cut off *one* head to kill the Chimera, this advantage moves you very close to victory.

Walkthrough

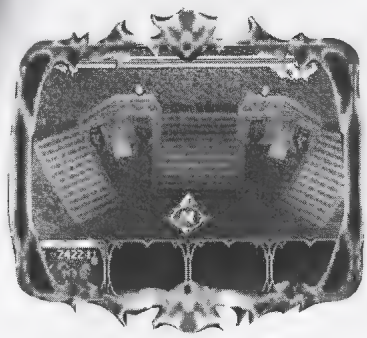
Enter the Castle World to access the final stage in this world, where you must battle the boss, the Chimera. Do *not* enter this gate until you've acquired the Legend Item located in the Mountain World.



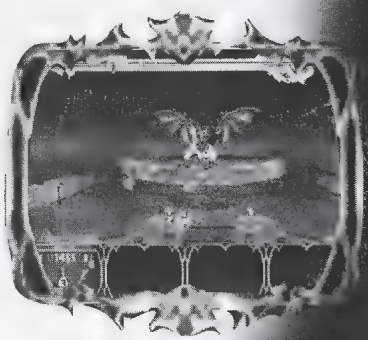
At the base of the platform are a dose of food and a Speed Boost, the latter being a *very* useful tool in this fight.



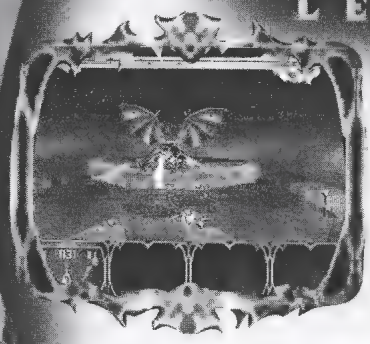
Hide behind any of the barriers, but be aware that they disintegrate very abruptly if struck by you or the Chimera.



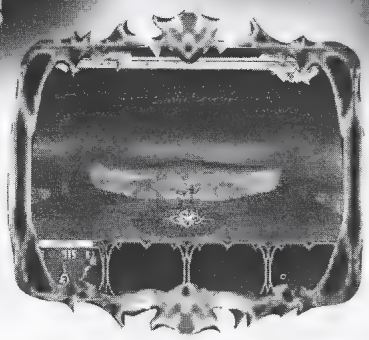
N64 only: You begin in the apparent safety of a stairwell, but you won't want to stay here long. Venture upstairs to do battle with the Chimera.



One of the Chimera's main attacks is a fireball from each head. They can come all at once or one-at-a-time, but each has different powers. All hurt.

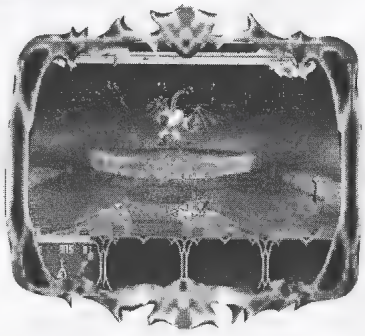


Each head also has a spray attack that sweeps across short to medium range. If you venture in close, you'll see a lot of this.



Grab the Stained Glass Shard and wait to be transported to the Tower.

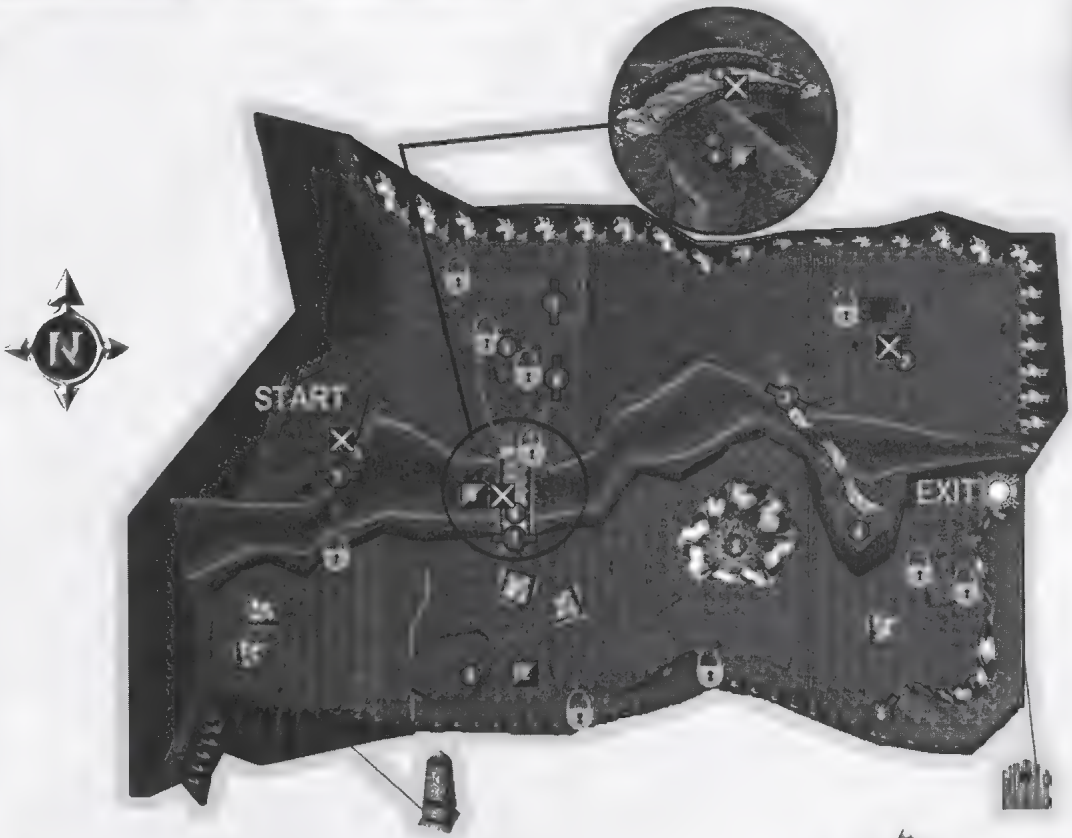
When you defeat any of the heads, the Chimera flails and dies.



Sumner places the second piece of the Stained Glass Window into place.

Poisoned Fields

PSX



Goals

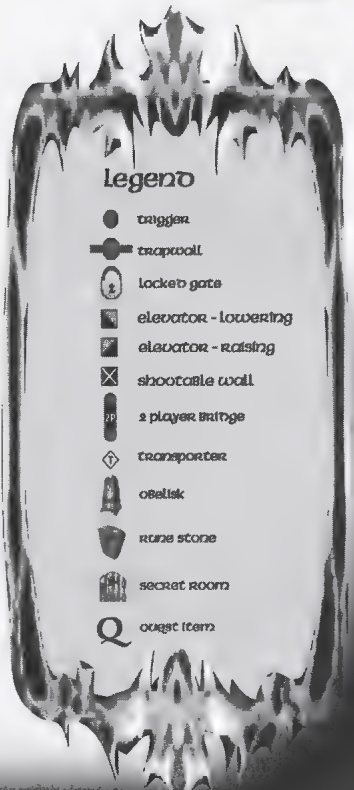
- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Level Access: Yes

Enemies

- Bombers
- Bowmen
- Kamikazes
- Maggots
- Plague Golem
- Zombies

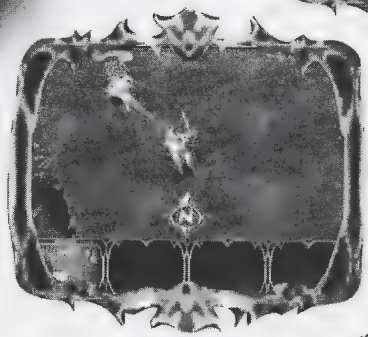
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Halo
- Shrink Enemies (PSX: Invisibility)
- Speed Boost

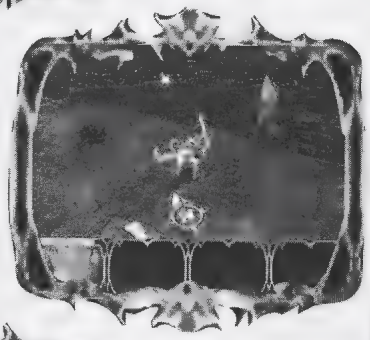


Walkthrough

Enter the Town World to access the first Town Stage.

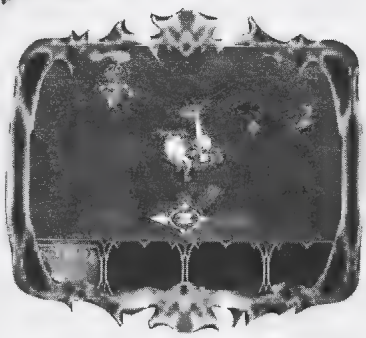


You are immediately greeted by a rushing Kamikaze. Turn around and get him before he gets you.

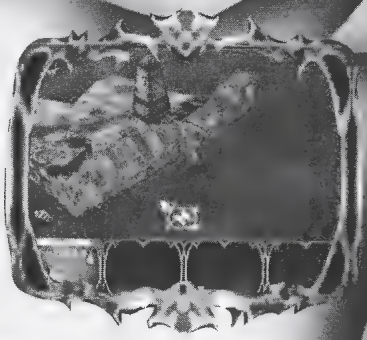


Go south and smash a Zombie generator. A barrel here holds a key and the destructible tree stump hides a switch (1) to open the nearby bridge.

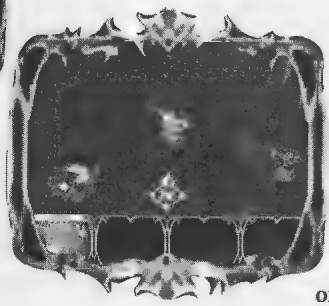
Cross the bridge, but don't unlock the door until you detonate the Kamikaze beside it.



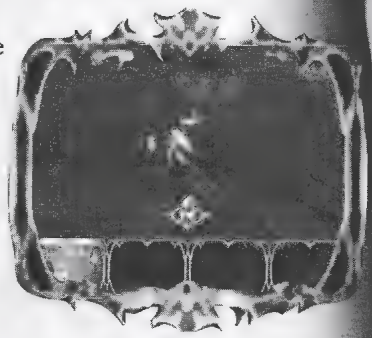
As you emerge from the door, attend to a Bowman, a Zombie generator, and a Maggot generator. Another Kamikaze makes a run at you from the east.



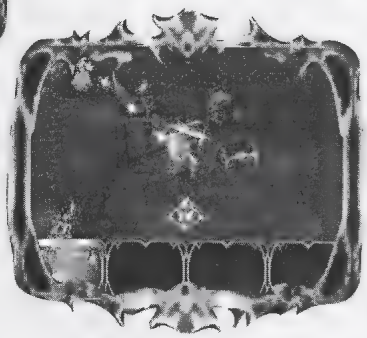
Go south around the ruins and come up behind the Obelisk. Touch it and eliminate the Maggot generator.



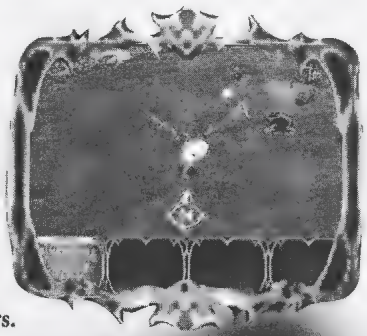
Come north along the eastern wall, picking up a key from a barrel. (PSX: Take out the plague Golem.) Attack as you come upon a Zombie generator and snipe at the Bowman on the other side of the fence.



Explore the area inside the fence to pocket a key (hidden in a barrel), a chest of gold, and bits of food. A switch (2) raises a platform (2) out of the well across the fence.



Circle the fence and knock out as many generators as you can see. (PSX: Pick up any food you see.) You can also knock out a Bomber near a house wall. Head back across the bridge.

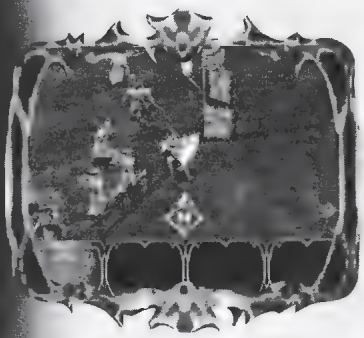


Clear out the area south of the fence. You will have to deal sternly with two Bowmen, a Bomber (unwisely ensconced between two Poison barrels), and several generators. Items of interest here are one bit of food [illegible] chest with a magic potion, and [illegible] see.

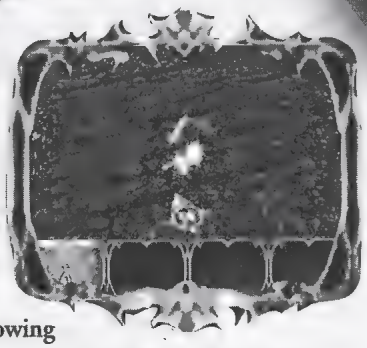
Scroll

An Obelisk is in the ruins over the branch in the river.

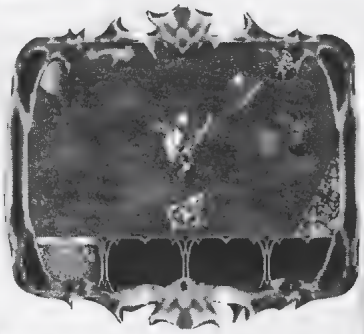
Even before venturing too far into the field, you must shatter the large Zombie generator by the wall (PSX: Get the key in the barrel).



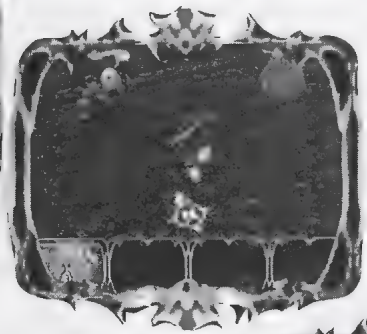
Poach along the fence to spy any generators that can be disabled from here.



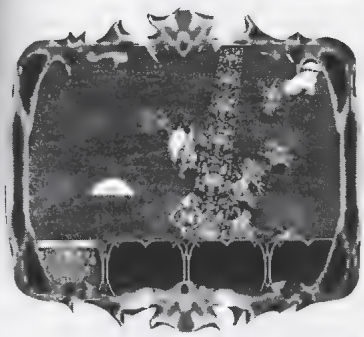
The best way to handle the field and be sure that you've collected all of the available keys is to follow the plow lines. Start at the southern end of the field and move back and forth, following the lines in the field. Watch out for hidden spikes.



Once you've cleared the deck, head through the locked door to the west. Step inside over the spike trap and pulverize the Zombie generator.



As you approach the farmhouse, a Plague Golem comes to life. (N64 only) Draw him into the field and snuff him out from a safe distance.

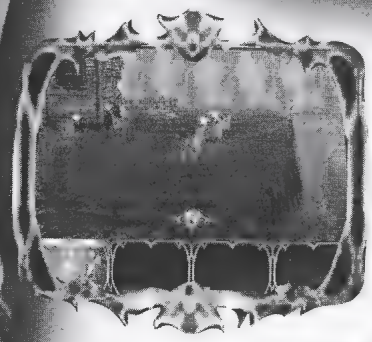


Hurl a magic potion over the wall to rid yourself of the Bomber on the other side. Continue north into the field.

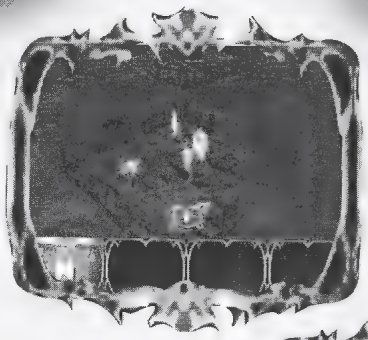
West of the house, vaporize a Zombie generator and pick up the magic potion.

This field is one of the most dangerous places you'll visit. Scores of Maggot and Zombie generators lay hidden among the dry crops and you often won't see them until you're standing dangerously close.

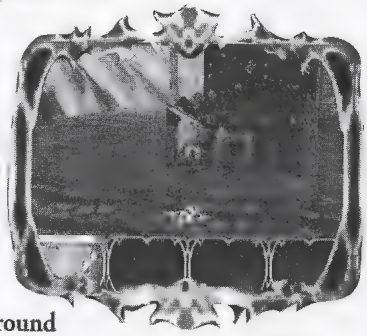
At the center of the farmhouse (which you'll be approaching in a moment), pummel the Bomber guarding the door.



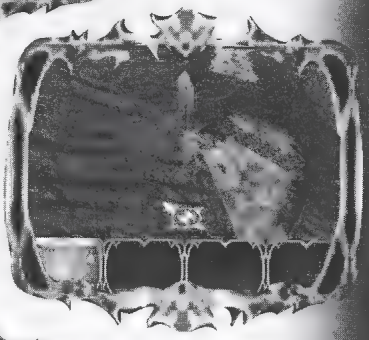
Finally, eradicate the Maggot generator east of the house.



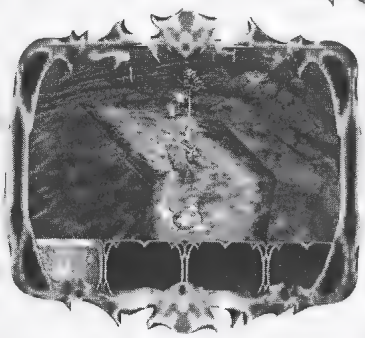
Explore the three pens in the backyard to find a barrel full of gold and a Speed Boost.



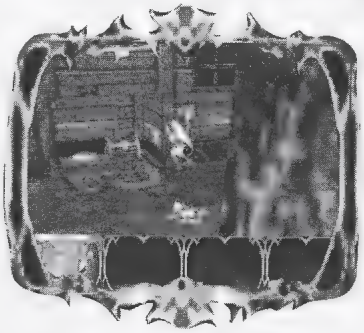
Visit the large, locked gate of the farmhouse. As you enter the fiery ruin behind it, claim some food and a scroll. (PSX: The door isn't locked. check for the scroll around to the left of the door outside).



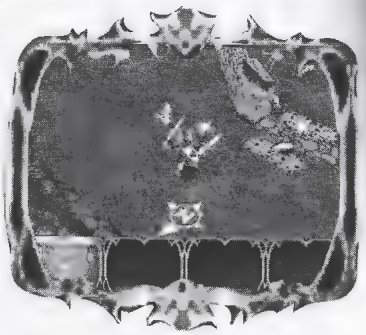
Follow the edge of the river until it dips down to the shoreline and an open door (3).



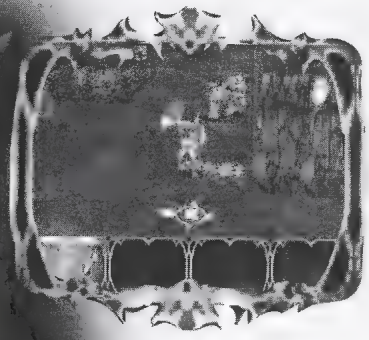
Continue and follow the shallow water bridge to a Maggot generator, a chest full of gold, and a switch (4). Return to the field.



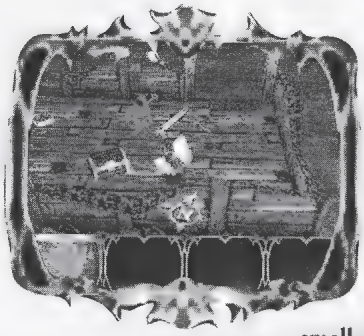
Approach the farmhouse door and shatter it to find a chest full of food and a switch (3) that opens a door by the river.



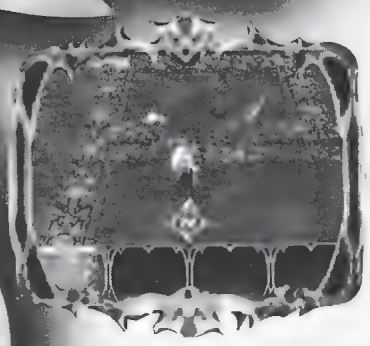
Go south towards the walled-in area; you'll find the door (4) there open now. Avoid the double spikes and exterminate the Maggot generator.



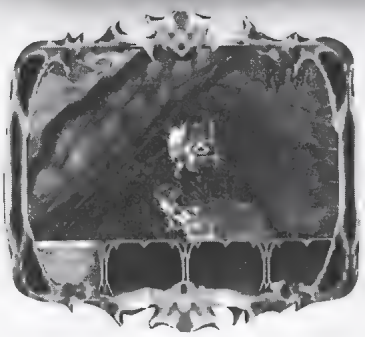
Dig around behind the house to battle a Bowman and the creations of a Zombie generator.



Enter the ruined house through either of the locked doors and pilfer a key and a chest of gold. Awaken the Death Statue and banish the reaper once again. Touch the switch (5) to open a small area to the



Pummel the Bowman and steal everything he has to offer.



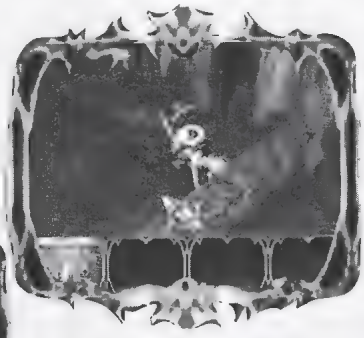
Down at the river level, step on a switch (7) to open door 7 and raid a chest for a Halo power-up. Better go find Death before this thing wears off. Ride the elevator back up.

Leave via door 4 and turn towards the locked door to the east. Smash the barrel for a scroll. Open the door and pass through onto a large stone bridge.

Bull rush through any enemies that have converged to greet you (Lightning Shield works great) and head for the southern fence. In a small fenced-in area, two barrels mark a site you cleared out while sniping from the Ruins.

Scroll

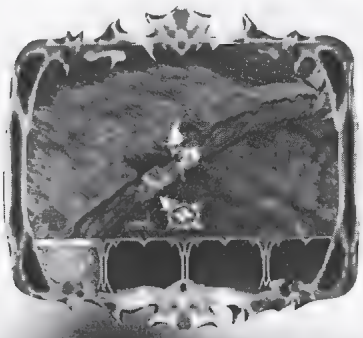
The murky waters are darkest under the bridge.



Smash the barrels to greet Death with your new power. Corner him and suck him dry. You'll get all his health and the experience of defeating him too.

Slay the Bowman on the bridge and lob potions over the sealed door (7) to get rid of as many generators as possible.

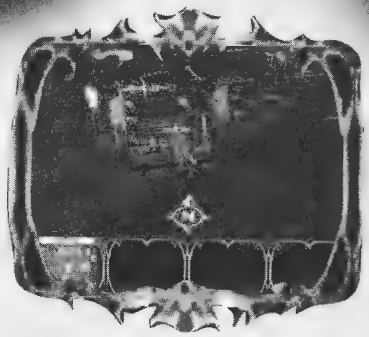
That done, inspect the area south of the first fence. The nearby well offers up a Shrink Enemies (PSX: Invisibility) power-up on elevator 2.



On the southern wall of the bridge, knock out a bit of loose rock and step on the switch (6) to summon the elevator.

Several generators pump out enemies. Clear out the ruined house near the bridge for two chests: food and magic. A Bomb lurks to the north.

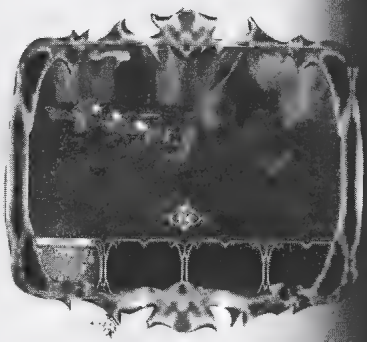
Once the area is clean, go to the eastern end of the fence to find a ramp leading up and past the fence. Two locked doors (PSX: 1 locked door) must be opened to gain entry.



Head north to a ruined house with two locked doors, fending off Zombies and a Bowman on your way. The house contains a key and a chest of gold.

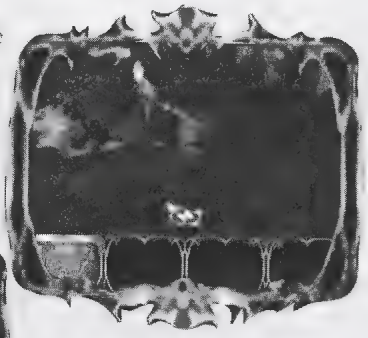
Head south to the fence and follow it to the river. Here a Bomber sits surrounded by barrels (one contains a key). Sweep back eastward, knocking out several Zombie and Maggot generators, until you return to the foot of the ramp where a scroll (N64 only) awaits.

Follow the line of Zombies to the northwest and clear a generator next to the exit portal. Don't, however, step onto the portal if you want to visit the Secret Stage.



Scroll

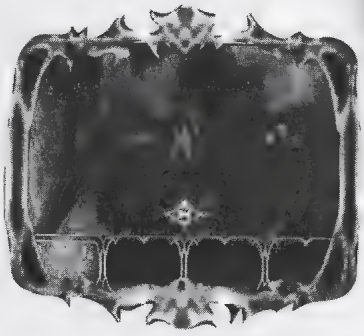
Where once the wicked dangled until death, now rests a way to a secret place.

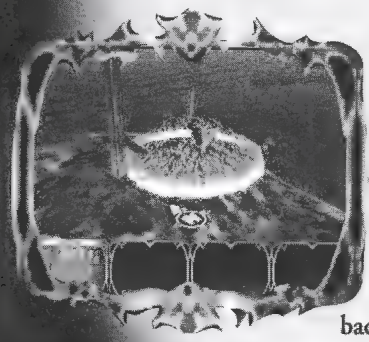


Go east to find a ramp leading up past a lowered barrier (8). Stomp on a Maggot generator and two Zombie generators on your way to the top.

Don't go up on the high hill (marked on the map with switch 8). Also, don't go any further than this dirt area that marks the top portion of the field. You may have to ward off enemies just on the other side, but once they're gone, the coast is clear.

At the top, step onto the Secret Stage door.





Climb the hangman's hill and touch the switch (8) to open the way to the secret stage. (PSX: Open a chest for a three way shot) Awaken the Death Statue and send him back where he belongs.

Secret Stage: Psychedelic Stun Chamber

SECRET LEVEL

Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

Enemies

- None

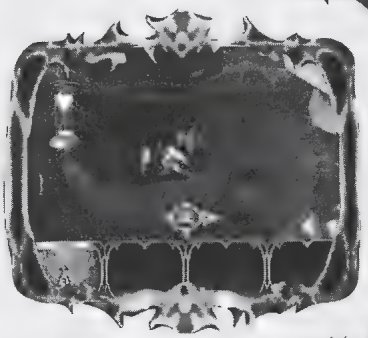
Power-Ups

- Tokens

PSX: Follow the same basic pattern as the map. There are a few more coins around so grab all that you can along the way.

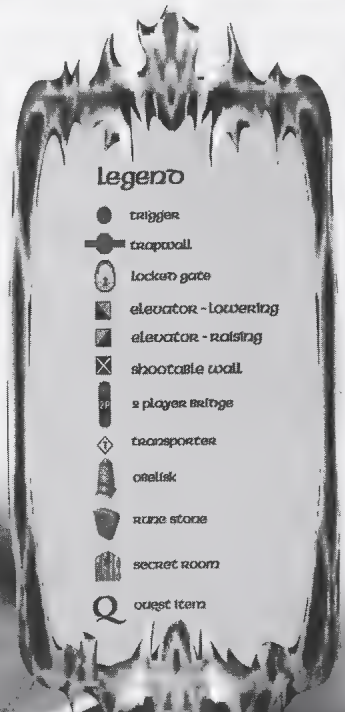
Walkthrough

This place is freaky! If you can keep your wits about you, you can unlock a secret character.

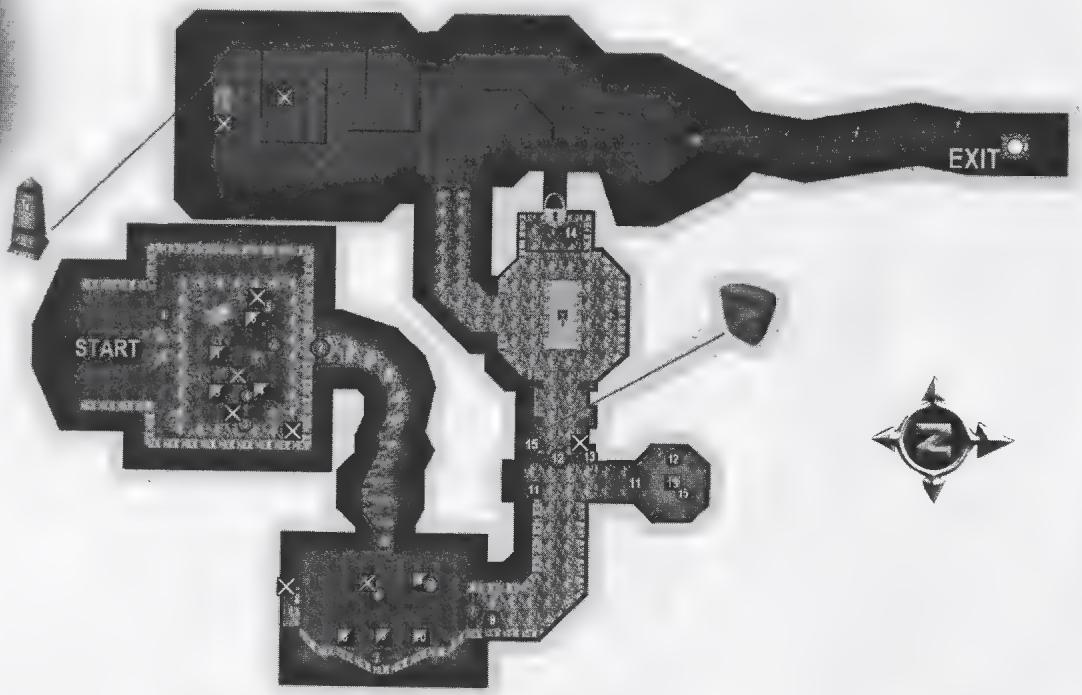


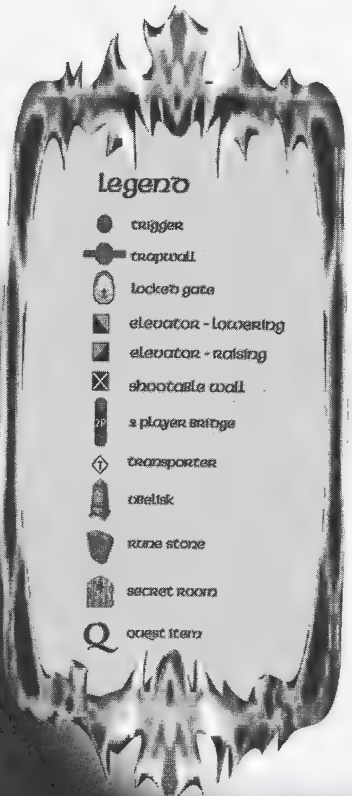
The mushrooms can obscure tokens behind them, keep your eyes peeled.

You'll definitely want to pour on the speed in this map; there's a lot of ground to cover.



Haunted Cemetery





Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

Enemies

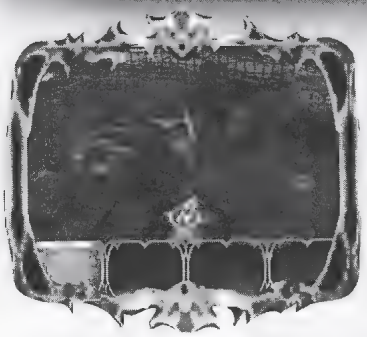
- Bombers
- Bowmen
- Kamikazes
- Maggots
- Plague Golem
- Zombies

Power-Ups

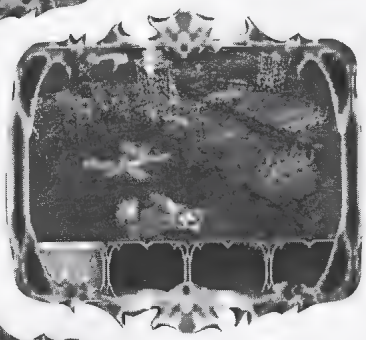
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Invulnerability (Silver)
- Levitate
- Phoenix
- Timestop

Walkthrough

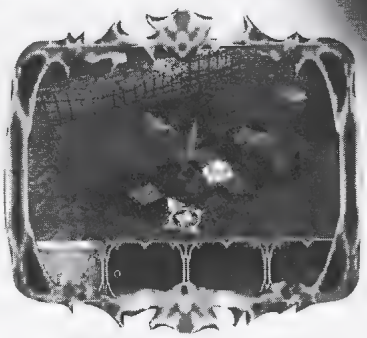
Enter the Town World to access the next Stage.



A switch (4) hidden behind this gravestone raises the grave elevator to the north. You set a potion.

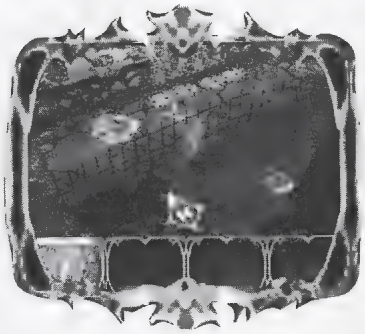


ary
e Zombie
nerator and break
pen one barrel for a
y and another for a
witch (1) to raise
n elevator in the
graveyard ahead.



Splinter the stump on the west side of the yard for a switch (5) that raises the grave next door. There's gold in them thar ditches.

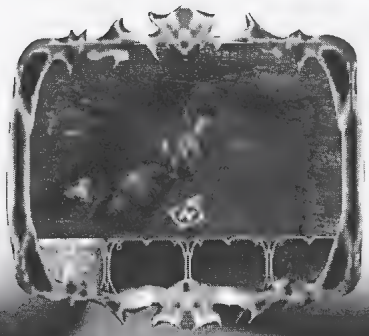
Pass through the gates and exterminate every generator and enemy in the small graveyard before exploring to find the many switches and surprises. Avoid touching any switches yet.



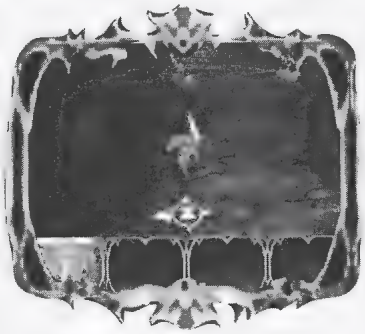
Finally, hit the switch (2) at the north end of the yard to open the barrier to the rest of the map.

Grab the chest of food that arose on elevator 1.

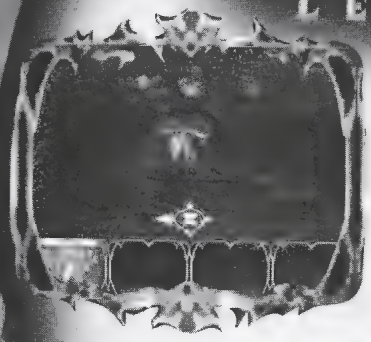
A flood of baddies are just waiting to get in. Take care of the enemies before wiping out the Zombie and Maggot generators. A magic potion sits to the left of the door.



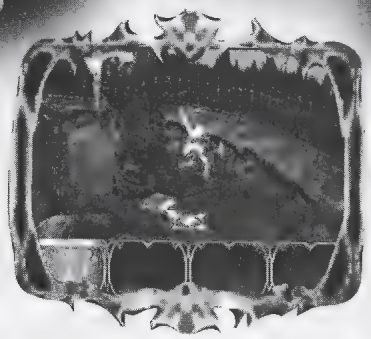
Chop at the tree trunk to expose a switch (3) on the east side of the yard. Step on it to raise another grave elevator (3) to your left. A 3-Way Shot power-up was buried there.



A pair of Bombers are stationed on either side of the path. Get them before they even notice you.



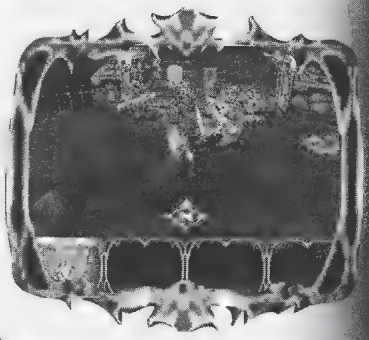
At the end of this path, a Kamikaze comes hurtling towards you.

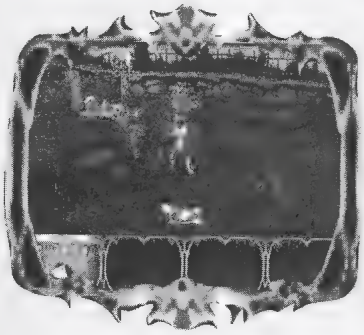


Touch the switch (7) on the eastern wall to open the gate (7).

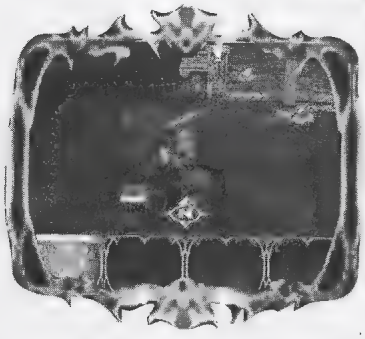
Smash the barrel by the gate, grab the Silver Invulnerability power-up, and enter the second graveyard.

Vaporize the Zombies and their generator and touch the switch (9) outside to bring up another grave (9) back in the yard.



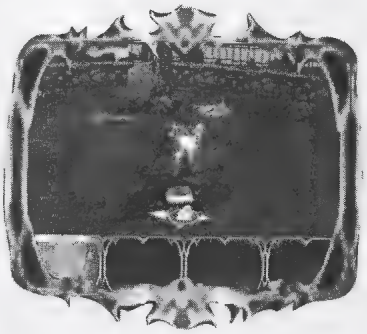


Slaughter everything in sight in this small cemetery. Get all of the generators and their offspring before exploring. Try to finish the clean up before your invulnerability wears off.

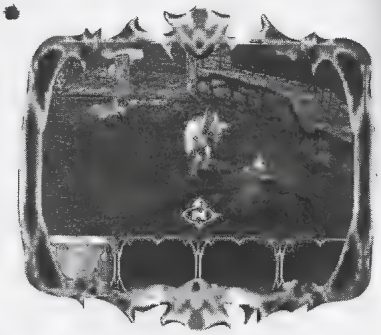


This one has a switch (10) on it. Check out the grave (10) to the east.

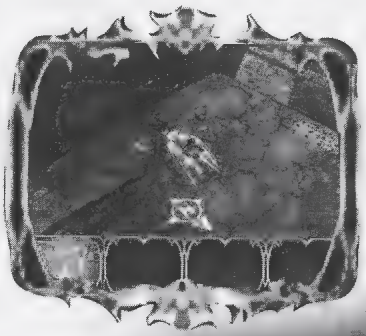
Pound the stump by the gate to get the switch (6). This raises a grave (6) with a Levitate power-up.



This barrel contains a ton of gold.

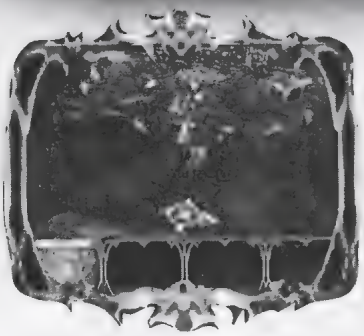


Approach the crypt along the southern gate and smash a barrel for some food. Shoot out the crypt door to get another switch (8) that raises a grave (8) with a magic potion.

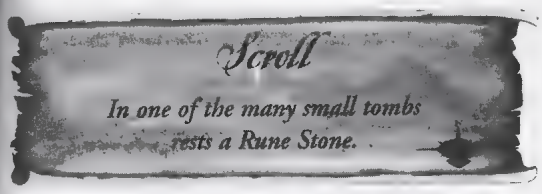


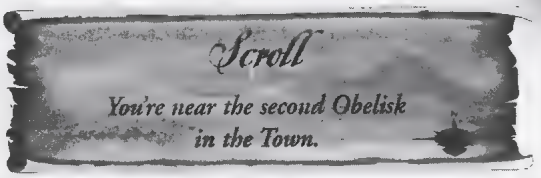
Continue down the garden path through a pair of Zombie generators. A barrel near the sealed gate 12 brings Death and a new switch (11). (PSX: Check [illegible] key in a barrel.)

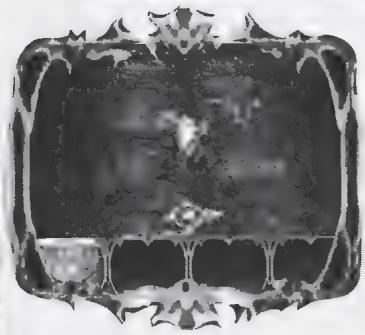
Go north through the open gate 11 and root out a Zombie generator, a Maggot generator, and a Bomber. Detonate the exploding barrel to find a switch (12). A chest houses a scroll. You'll be returning to this platform soon once you bring down the central pillar (13).



Once the coast is clear of Zombies and Maggots, search around the fountain for a Phoenix power-up and a barrel with a scroll. A fenced-off pen to the west can be cleaned up from the safety of this area.

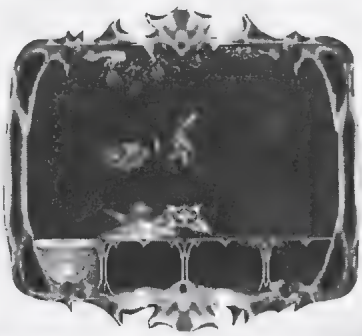






Venture down the path to the south. A Zombie generator, two Maggot generators, and several spike traps slow your progress.

Head back south and go west through gate 12. Face the first tomb on the right and break open the door to face Death and another switch (13).

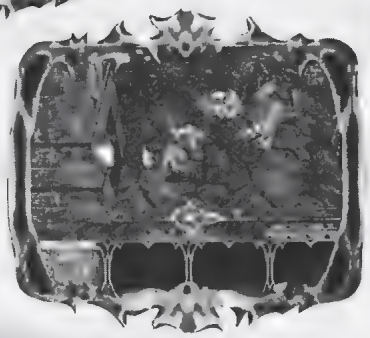


Turn south and clear out all of the fenced area below this intersection.

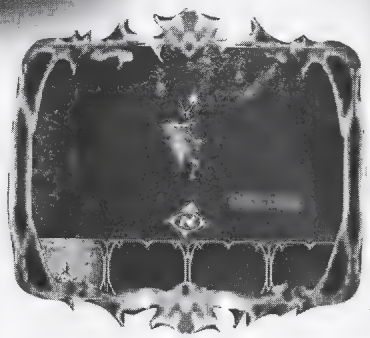
Return to the platform and claim the Timestop power-up and press the switch (15) beneath it.

The crypt in the south breaks open to reveal a key.

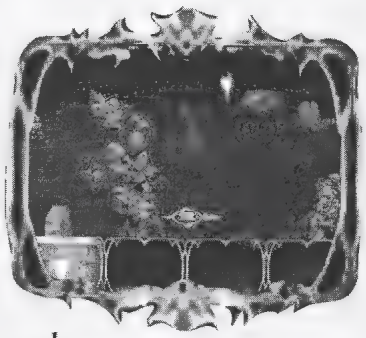
Enter the first tomb on the left to pick up a Rune Stone, but be ready to fight the oncoming horde.



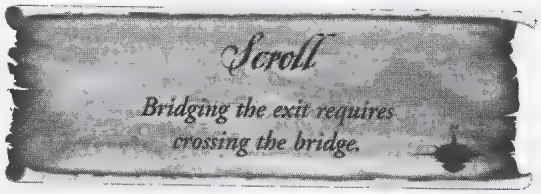
Around the corner, your final Obelisk awaits. With this second Obelisk found, Sumner will open the Ice World to you.

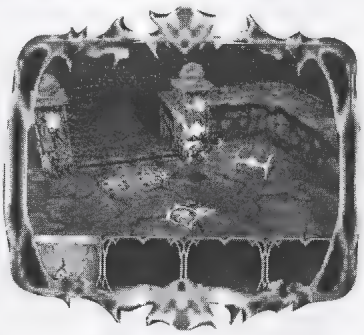


Pass through door 14 and follow the path north to the exit. Several Bowmen, Bombers, and Zombie generators lay in your way. After what you've just been through, however, they should be no problem.



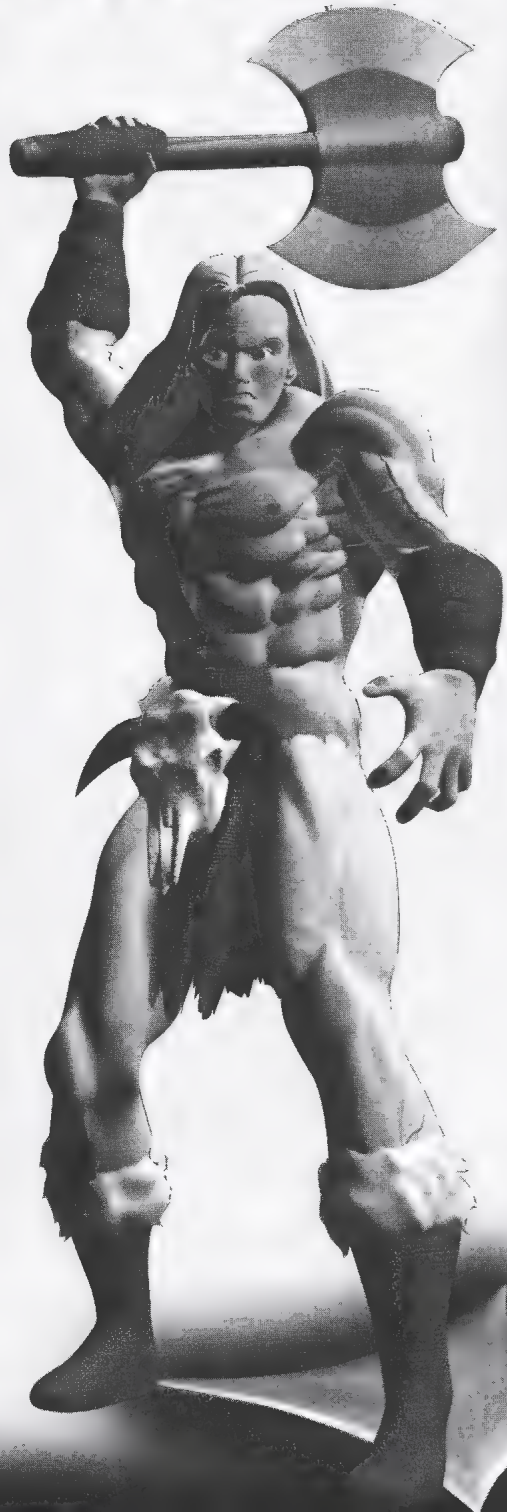
Work your way north through the maze of fences. (PSX: Destroy a tree stump for a key.) There are several generators here—using Timestop or Invisibility to eliminate them all is the only prudent move. A scroll explodes from a barrel. (PSX: Beware the Plague Golem.)



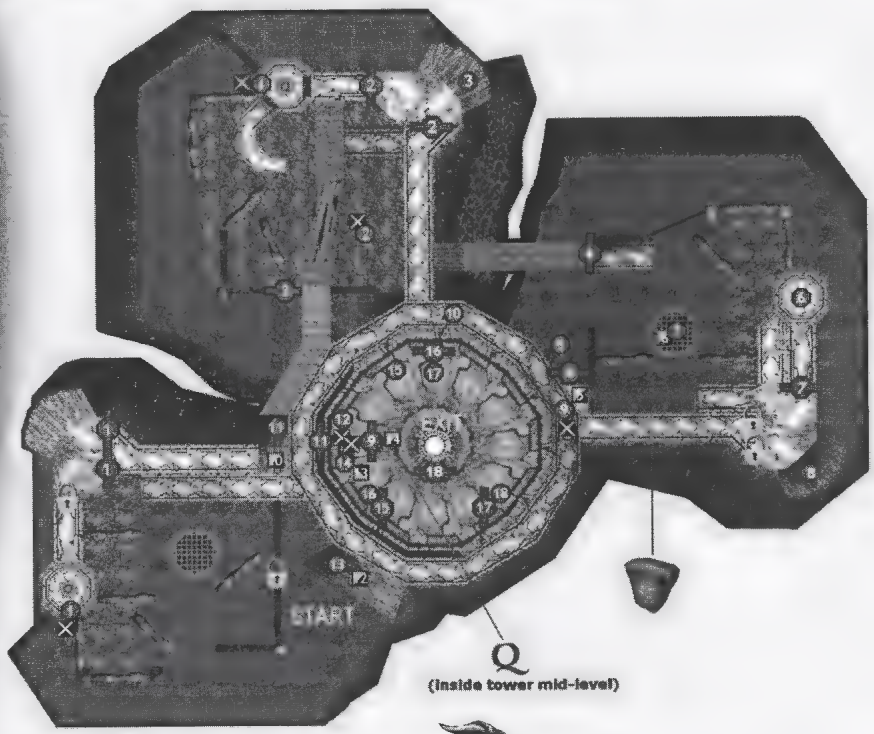


North of the intersection from which you entered, a bridge leads to a locked door. Open it to find a chest of gold and a switch (14). (PSX: Search a chest for 4 3-way shots.)

Head for door 14 (now open) but first eliminate the Plague Golem who guards it. (N64 only.)



Venomous Spire



Goals

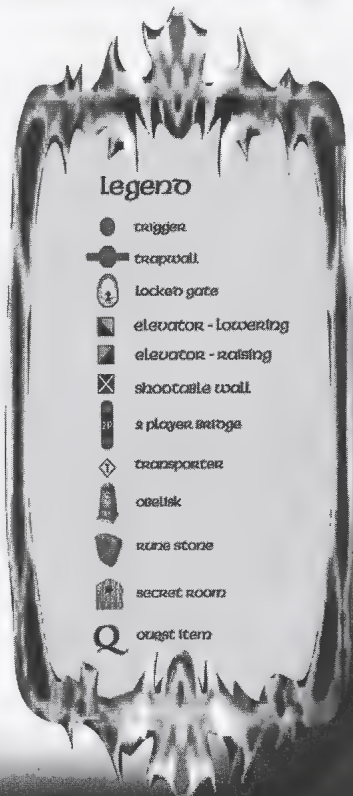
- Obelisk: No
- Rune Stone: Yes
- Legend Item: Yes
- Secret Level Access: No

Enemies

- Bombers
- Bowmen
- Kamikazes
- Maggots
- Plague Golem
- Plague Grunts

Power-Ups

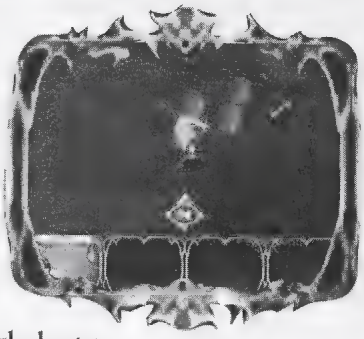
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Fire Shield
- Invisibility
- Rapid Fire
- Reflect Shield (N64 only)
- Speed Boost
- Supershot (N64 only)



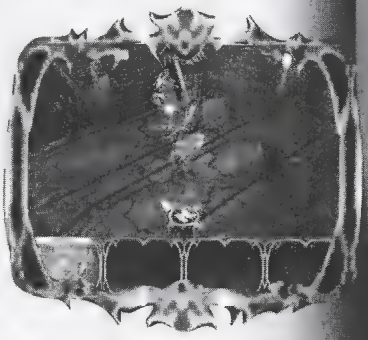
Walkthrough

Enter the Town World to access the next Stage.

Clean house inside the courtyard. Depending on what you killed off while outside the fence, you will face a bevy of Plague Grunt generators, Bombers, Kamikazes, Maggots, and Bowmen. Objects to be found include barrels with a magic potion, gold, and two keys.



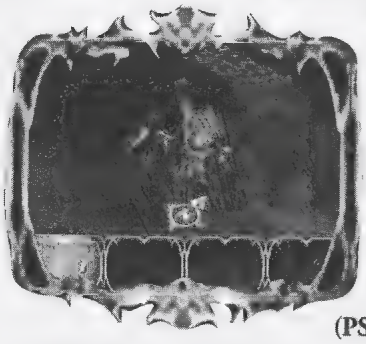
Explore the area outside the fence before unlocking the big door. A Plague Grunt generator is just above you and a key sits behind a trio of poison barrels. (PSX: Check a barrel for a key.) A scroll by the locked gate offers a hint. Head south around the gate to the west.



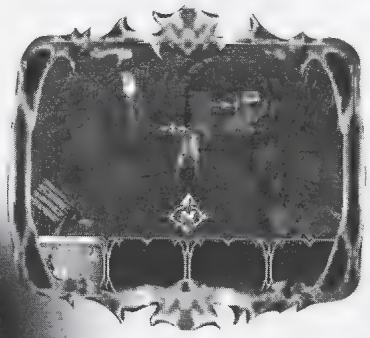
Climb the ramp in the north of the courtyard. Obliterate a Plague Grunt generator and turn west to continue along the stone wall.

Scroll

The old storage room can only be entered from outside the courtyard.

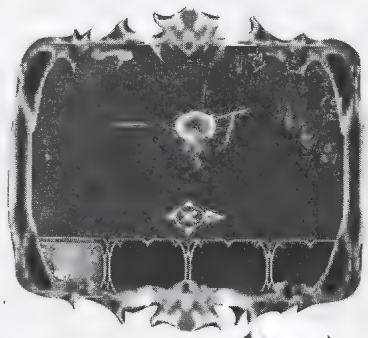


At the corner, beyond the lowered door 1, lower the boom on a Plague Grunt generator and a Maggot generator and procure a key and Reflect Shield (PSX: Fire Shield.) from barrels. The chests on the wood platform contain food and Death.



Defuse a Maggot generator, a Kamikaze, and a Plague Grunt generator and shoot out the door at the base of the wall to find a Fire Shield and a switch (1).

Burst through the locked door and smash a Plague Grunt generator. A scroll is hidden in a barrel.

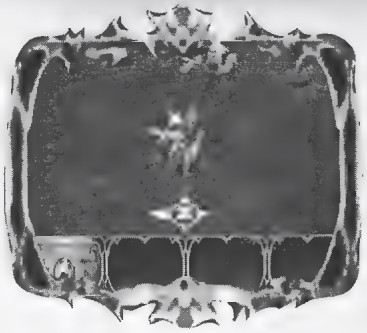


Return to the locked gate, eliminating as many generators as possible from over the fence before entering.

Scroll

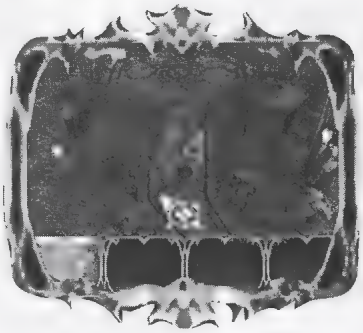
Something is hidden at the start of the twisty climb.

Follow the wooden walkway north and turn left at a Plague Grunt generator. A Maggot generator and a Bomber man the parapet in the corner. Don't leave before getting the Invisibility power-up.

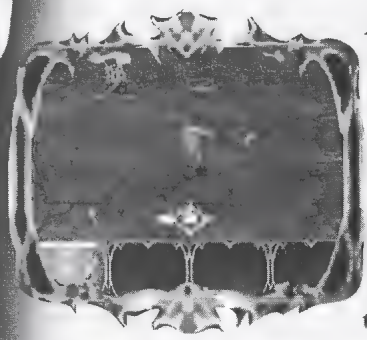


Destroy a pair of Plague Grunt generators and a Maggot generator and duel with a Plague Golem. Barrels in this area house a magic potion, three keys, and a pile of gold.

Walk down the ramp from the parapet to another courtyard. Clean out the Plague Grunt generators and a Maggot generator. A Bowman inside the courtyard and one outside should be brought down now.

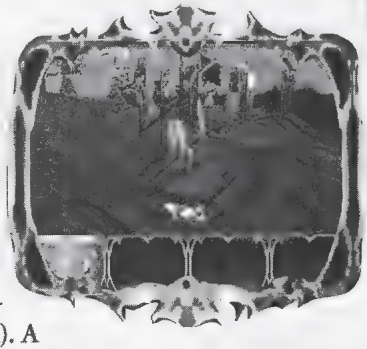


Follow the yard around to the north where a breakaway door marks the bottom of the parapet. Smash it open, awaken and banish Death, grab the Supershot (PSX: Rapid Fire) power-up, and press the switch (4). Return to the courtyard, climb the ramp to the wall, and take the wooden walkway to door 4.



A chest on the floor has some food, while nearby barrels contain a scroll and a key. A rock on the floor can be destroyed to reveal a switch (2). (PSX: Destroy the rock to find a key. Hit the switch (2) that's on the ground.)

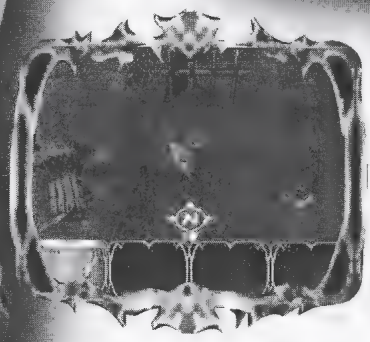
Knock out a Bowman on the way and smash a barrel for a scroll. Head straight for the Bowman opposite the ramp and then clean out this courtyard with extreme prejudice.



Climb the other ramp and go through the now open door 2. A Plague Grunt generator, a Bomber, and a Bowman guard two chests (a Rapid Fire (PSX: Levitate) power-up and a magic potion). A switch (3) opens the southern exit from the courtyard below—return to the floor and explore this area.

Scroll

A mound of stone in the courtyard rests on something you need.

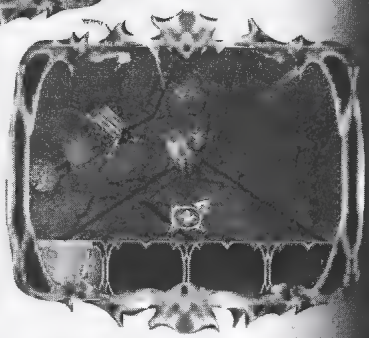


Inside the wall, two chests hold gold and Death, while a barrel hides a scroll. Just outside the wall (in the southwest) a switch (5) raises the Rune Stone behind a fence.

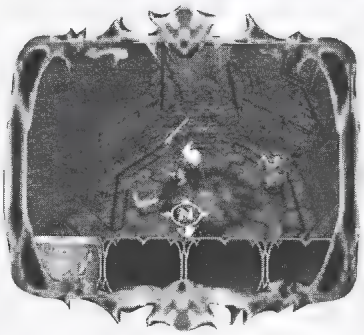
Head to door 8 and claim the Rune Stone. Return up the wall to the locked door.

Scroll

Freeing the Rune Stone requires three switches.

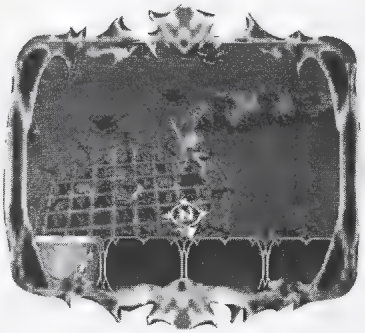


Rip through a Plague Grunt generator and smash a barrel nearby for a key. Cut into the wall to the right for a hidden switch (9) that is part of the combination you will need to get this world's Legend Item.



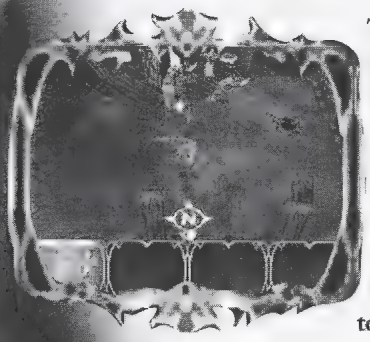
Climb the ramp to the east and climb a short flight of stairs (a barrel contains a key) to a parapet. Kill the Bowman and step on a switch (6). Return to the courtyard floor to see what you did.

Climb the spiral path up the Spire. Along the way, deactivate eight Plague Grunt generators and blow up one Kamikaze. An alcove off the path houses a Maggot generator and two Plague Grunt generators and a chest with a Speed Boost power-up.

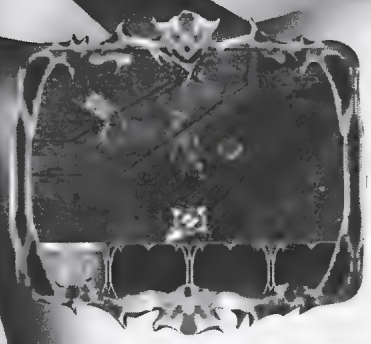


A switch (7) has risen via an elevator (6) in the middle of grating on the floor. Step on it. Return up the ramp.

Run up the path until you reach the top of the Spire. Ignore all of the enemies on the roof of the Spire and simply push the switch (10) at the end of the path. Run back down the path before anyone can catch you.



The corner platform is now open. Cut through the Bowman and a Plague Grunt generator, but don't open the locked gate yet. Smash a barrel for a key, step on the switch (8), and return to the courtyard floor.

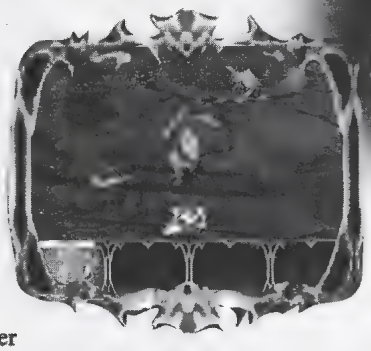


Continue down the path, past the alcove, until you come to a newly risen wooden platform (10) off to the side. Step on the switch (11) and a wall will open behind you.

Scroll

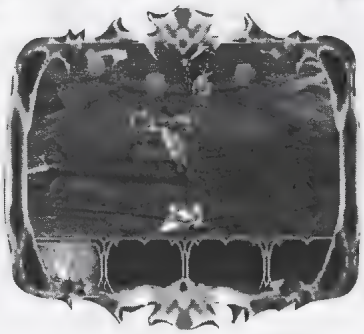
Tarkana's Scroll is buried in the Spire. Its flame will singe the cold beast's fur.

Shoot the Maggot generator and then open fire on the back wall of this new alcove. It breaks open to reveal the Scroll of Tarkana, the Legend Item for the Ice world boss. You can't, however, get it now—it must be raised to ground level. Fire on the mound to the left of the Scroll to expose a new switch (12) and descend the Spire. (PSX: Switch (12) raises the scroll.)

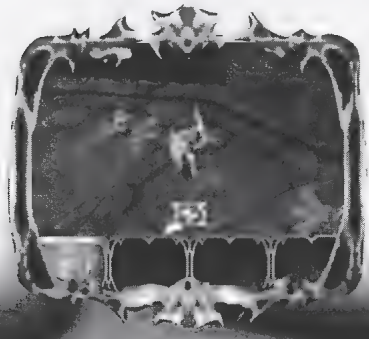


A poisoned barrel nearest the path covers a switch (15) that begins a sequence to access the exit. Each time you press a switch, it will lower one of the spikes on the roof exposing another switch. Press all four (15, 16, 17, and 18) and you'll open the wall to the exit portal. (PSX: There is only 1 switch on top. Hit it to leave this area.)

(N64 only) A new wooden platform (12) has risen. From a safe distance, shoot the poison barrels—one reveals a switch (13). Return to the alcove with the Legend Item.



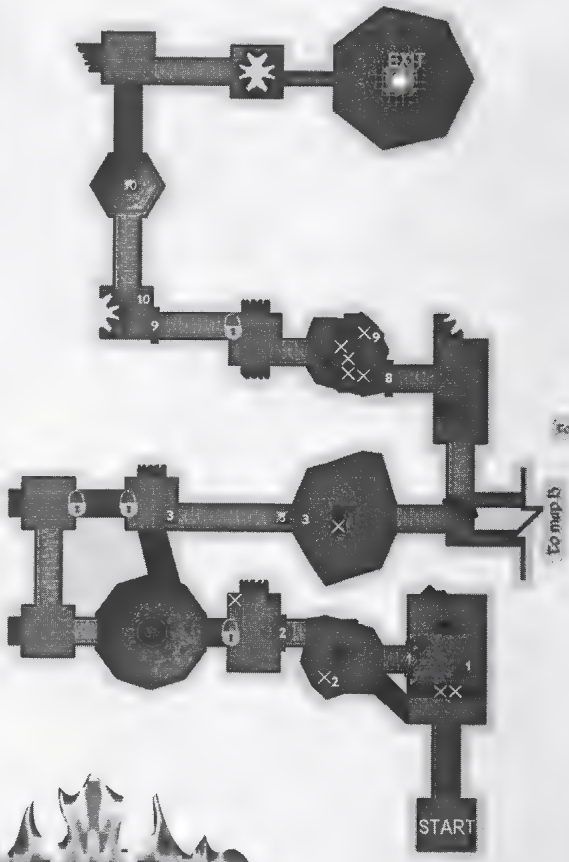
(N64 only) A new switch (14) has been exposed to the right of the Legend Item. Step on it to raise the Item (14) so you can grab it. Add it to your pack and proceed to the top of the Spire.



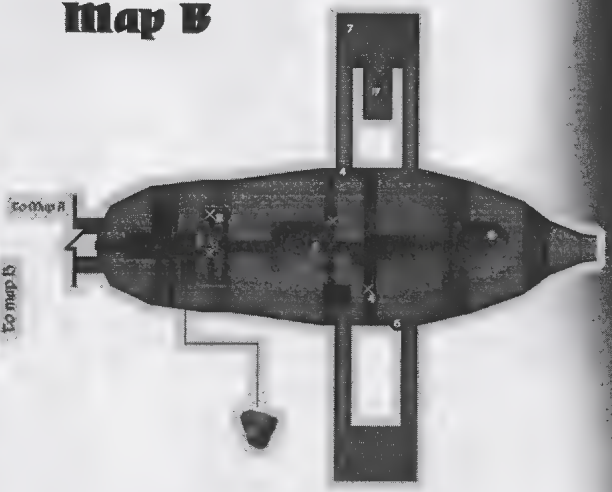
Eliminate all of the Plague Grunt generators and plunder the roof for two keys, a chest with a scroll, a Speed Boost power-up, and poisoned food.

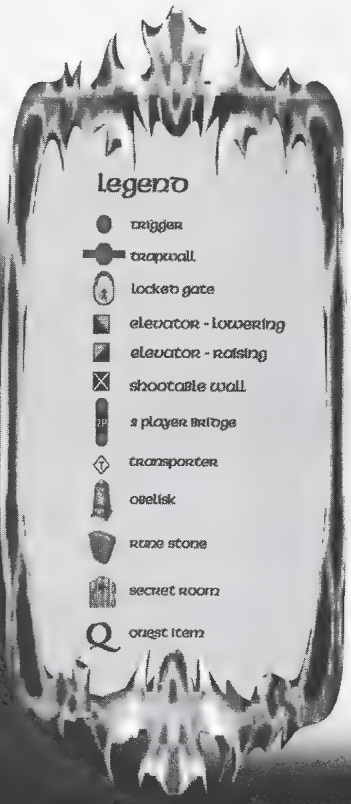
Toxic Air Ship

Map A



Map B





Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

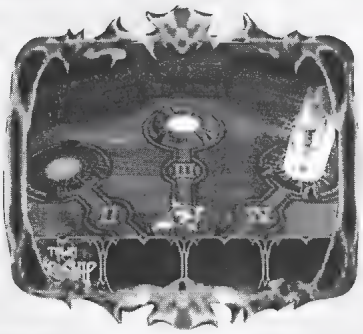
Enemies

- Bombers
- Bowmen
- Kamikazes
- Maggots
- Plague Golem
- Plague Grunts

Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Acid Breath
- Phoenix

Walkthrough



Enter the Town World to access the next Stage.

Go north and condemn the Plague Grunt generator. Grab any food you can find. Break open the two oddly colored boxes to continue.

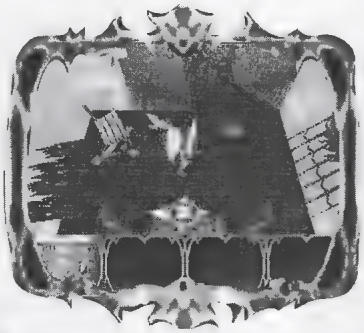
Once the area is clear of Maggots and Plague Grunts, climb up to the switch (1) to open the nearby barrier.

On the next platform, slay the Bomber and crush the Maggot generator. Shoot out the southernmost box to find a switch (2) that opens the next barrier. (PSX: A barrel holds a key.)

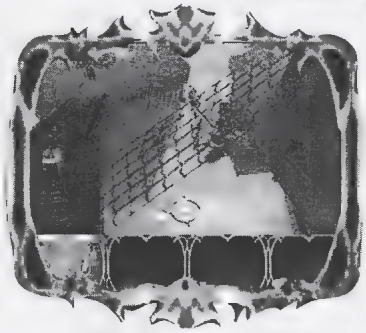
On the next platform, smash the Plague Grunt generator and shatter the box in the northeast corner for a key. Attack the Kamikaze on the ot[illegible] of the [illegible]ked [illegible]fore [illegible]ening it.

Mow down the Plague Grunts and obliterate their generator—the numerous poison barrels are a big help. The lone brown barrel has another key.

Ascend to the next platform to eradicate another Plague Grunt generator and turn north. On the next platform, three barrels await once you've hammered the Plague Grunt generator. They contain Death and a key.



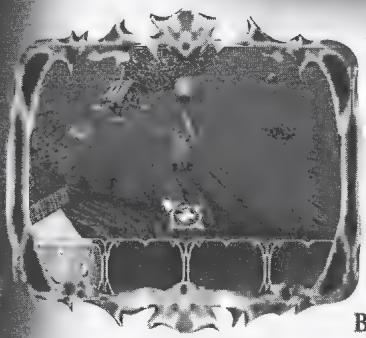
Go east to the next platform. Once you've banished the Plague Grunt generator, step on a switch (3) to raise a bridge (3) ahead. A chest holds food.



Before heading to that bridge, however, turn south and climb the netting to the top of a balloon. A Maggot generator sits beside a scroll.

Scroll

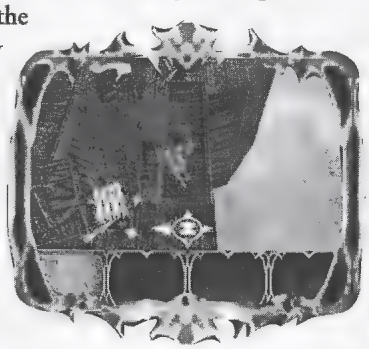
The airship carries precious cargo: one of the Rune Stones you seek.



Descend the ramp past the Bowman, ride the elevator down, and obliterate the Plague Grunt and Maggot generators. A box in the center can be broken to reveal an Acid Breath power-up.

At the next crow's nest, a Plague Grunt generator and a Bomber guard another switch (6) that opens a door down on deck. (**PSX:** Grab a key.)

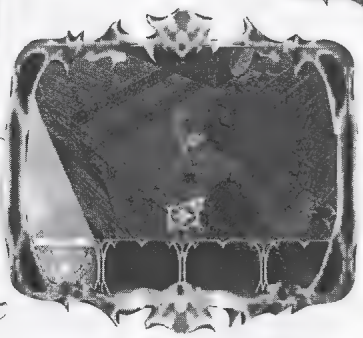
Descend the ramp to the airship itself. The way to the left is blocked, so knock out the Plague Grunt opposition ahead and board the ship. A Bowman to your left can be dealt with from here. Break a barrel for a scroll.



Return along the other rope netting and swipe a Phoenix power-up. Descend and return to the deck.

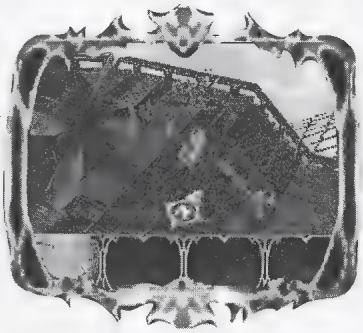
Scroll

Dangling ropes serve as walkways here! Search for the many switches above and below.

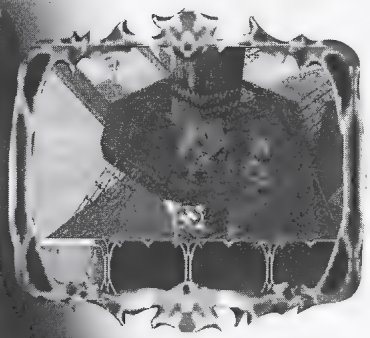


Once back where you started, take the next set of stairs down to the southern wing.

Walk up the stairs and follow the boxes to netting leading up to the crow's nest.

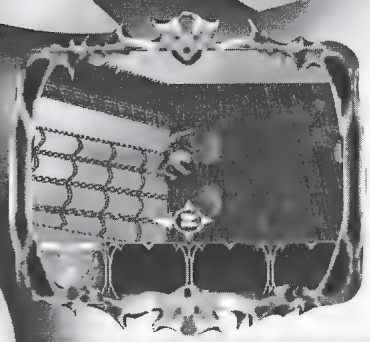


North of the stairs, a box can be destroyed to reveal a chest of gold.

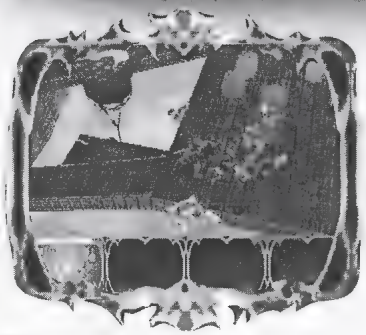


At the first crow's nest, tend to a Plague Grunt generator and a Kamikaze. A switch (5) gives you later access to the Rune Stone. Continue east along the ropes.

Make short work of a Plague Grunt generator and follow the plank down to a lower level.



Clear out the Plague Grunt and Maggot generators, extract a scroll from the barrel, and climb the netting back towards the ship.



Walk out to the northern wing and beat up on a Maggot and a Plague Grunt generator.

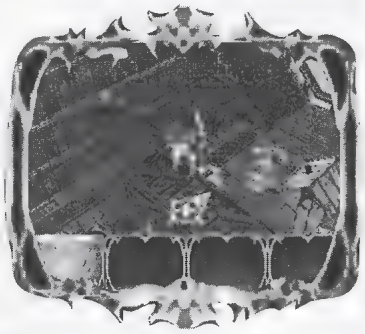
Scroll

Search where the crows nest in the clouds to open the doorways underneath.

Press the switch (7) to summon the balloon elevator. Check for items but beware of Death in a chest.

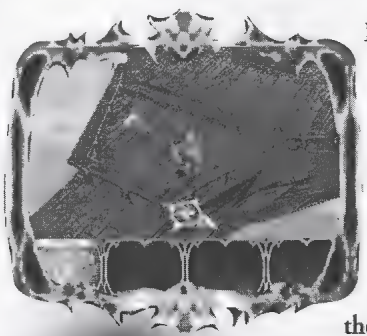
At the top of the netting, step onto the boxes and shoot the box that's blocking your path and covering a switch (4). Press the switch to open a barrier on the north side of the airship. Continue around the boxes on the deck back towards the west.

Go south to the main deck and wipe out the generators marking the area. Strike at a box near the ramp to find a hole in the floor with a chest of goodies.



At what appears to be a dead end, attack a box to find the Rune Stone. Run in and get the final one for this world.

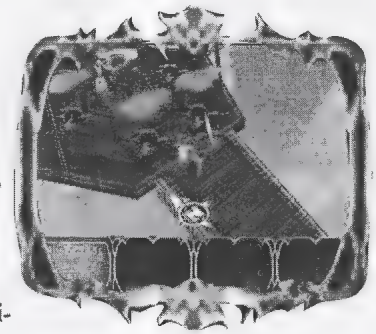
Heading west along the north deck, shoot at the wall near the stairs to expose a switch (8) and a key. Follow the path off the airship and turn north.



Return to the south wing and climb the east plank back to the ship's deck. Go around the front of the ship, clearing it of two Maggot generators and a magic potion in a barrel on the foredeck.

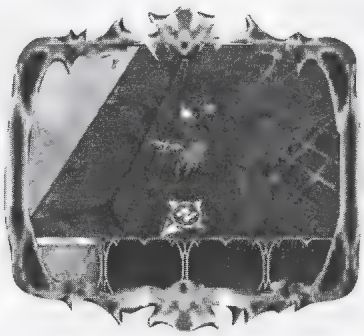
The first deck sports two Plague Grunt generators and a barrel with a key. Pass through the open barrier 8. Knock out the odd colored boxes to find a switch (9) and passage to the next platform. Pick up the key

Pound the Plague Grunt generator on the next platform and pass through a door. On the corner platform, a Plague Grunt and a Maggot generator stand in your way. Shoot the barrel to expose a key and a switch (10).



The switch raises a balloon that forms your next platform. Approach it and a Plague Golem oozes to life. Hit him quickly with a Level 3 Turbo Attack that will detonate the half-dozen poison barrels around him.

Pummel a Plague Grunt generator on the corner platform and fire down at a Kamikaze below. Walk around the edges of this shattered platform and up the spike-protected plank to the exit portal.



Brush aside a Maggot generator and snipe at the Bomber. Open the chest for a scroll and hop into the exit portal.

Scroll

The Plague Fiend fears a magical javelin that is frozen in an icy waterfall.

Plague Fiend

Goals

- Kill the Plague Fiend

Legend Item Needed

- Marker's Javelin

Enemies

- Plague Fiend

Power-Ups

- None

Walkthrough

Enter the Town World to access the boss Stage.

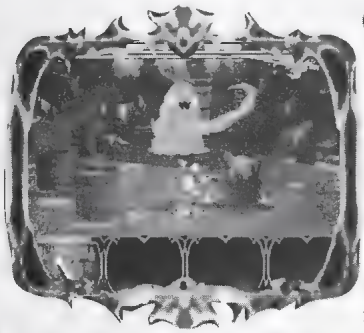
The gooey Plague Fiend wallows in a tank of its own putridity. The tanks around the room contain much of the same toxic stuff. If you are equipped with Marker's Javelin, the Legend Item found in the Ice World, your Hero uses it to critically wound the boss. It also disables some of his attacks for a limited time.

(N64 only) Hide behind these tanks for cover, but remember that they can be destroyed by the Fiend or by you. Also, when the Fiend does his dunk attack, move far ...m these tanks.

(PSX only) Little gooey creatures crawl after you from the tomb. They are easy to destroy so take a second from your attack on the Plaque Fiend to fire at them as they come.

The Plague Fiend frequently fires slime balls—these projectiles move slowly and can be easily avoided as long as you don't stop during an assault.

(N64 only) The Fiend can also spray a jet of ooze. There is almost no hiding from this attack unless you can quickly get to the corners of the platform—there seems to be some safety there.



(N64 only)The dunk attack occurs when the Fiend dives into his own tank, forcing damaging gunk to pour out of the tanks around you. When you see him wind up for this move, get away from the tanks. Destroying the tanks is no defense; the stuff shoots out of the floor when the tanks are gone.

When the Fiend is vanquished, grab this Stained Glass Shard and wait to be transported back to the Tower.

Sumner places the third piece of the Stained Glass Windo... into place.

Arctic Docks (N64 only)

Map A

Map B

PSX

Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

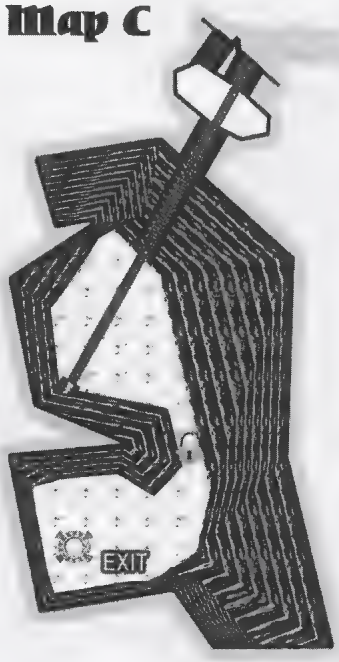
Enemies

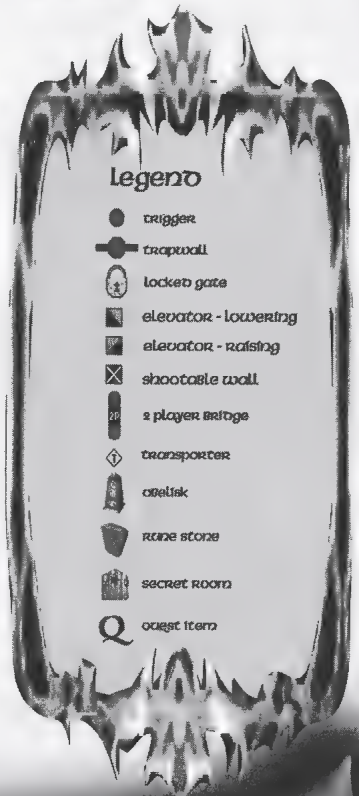
- Bomber
- Bowman
- Ice Golem
- Kamikaze
- Mutated Miner
- Wolf

Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Fire Shield
- Invisibility
- Phoenix
- Rapid Fire
- Speed Boost

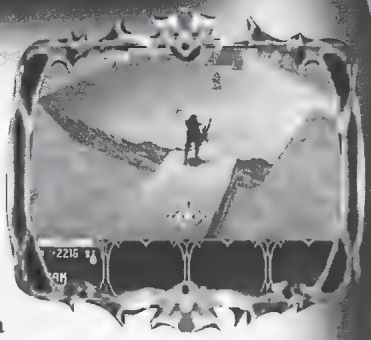
Map C



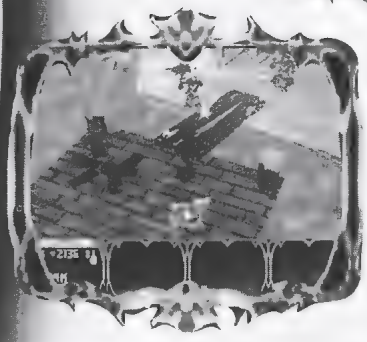


Walkthrough (N64 Only)

Enter the Ice World to access the first Ice Stage.



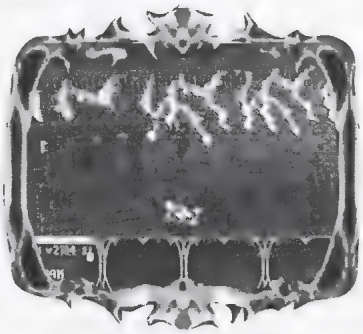
Take the pathway north from the initial island. Pick up a key and duel with a Bowman on the other side of an underpass. At the next island, destroy a Wolf generator, grab a key, and turn west across a wooden bridge.



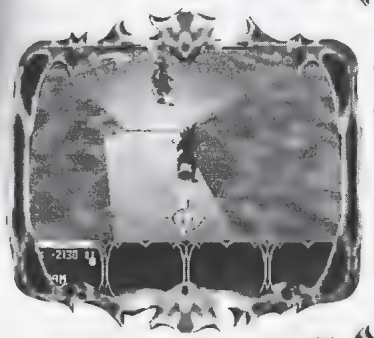
Head north from the dock and deal coldly with a Miner generator at the bottom of the ramp. Another generator and a Fire Shield power-up wait on the other side of the boxes.

Wipe out a Miner generator near an ice spire and go south through a locked door. Follow the path up to a ledge along the eastern wall of the map.

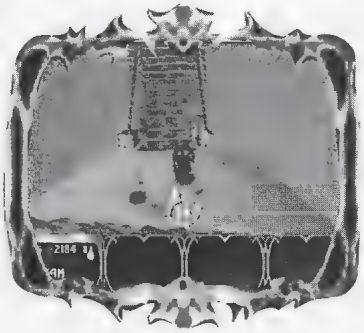
First take the locked door to the northwest, but be aware that you'll be coming back to this initial island to access the rest of the level.



Follow this ledge around its twists and turns, pausing only to deal with various Miners and Wolves. When you come to a locked door, puncture the Kamikaze behind it and open the door.



The first island you come to has a Miner generator and a switch (1) that allows you to go to the next island.



Walk to the end of the bridge here to summon (3) an elevator (3) and gain a Speed Boost power-up.

Take the northern plank to another island. Some Miners await, but a barrel of food makes it worth the trouble. Return now[illegible] initial is[illegible]d.

A few steps down from the door, an odd bit of wall breaks away. Take a key and continue along the ledge.

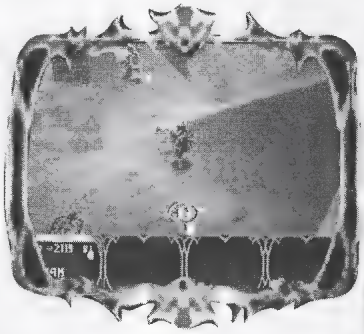
Wolves and a Bowman try to stop you from returning to ground level, but it's no use. Cross a wood plank to encounter a Miner generator and an incoming Kamikaze. A barrel contains a key.

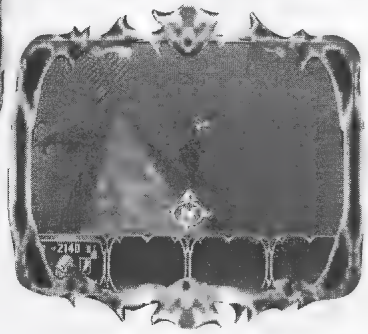
At the end of the dock go through the locked door (or the breakaway box to the right) to enter the compound. Head west along the shoreline, picking up a scroll almost immediately.

Scroll

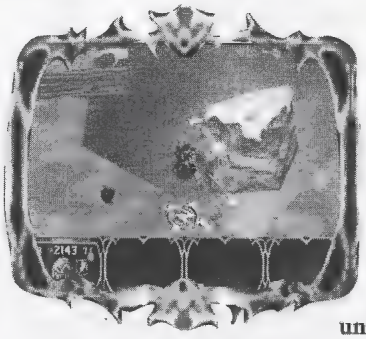
Choose a fork in the road carefully, but not always the right one.

Continue until a path branches off to the south to a locked door and a Bowman. Kill the Bowman, but ignore the door for now and move out to the west. You'll come back here soon enough. A Bowman and a key reside further along.



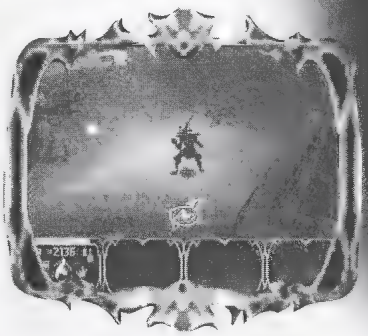


Clear out the area left of where you entered, between the tracks and the spike fences to the west. Disable several generators and snoop around for a key in a barrel.

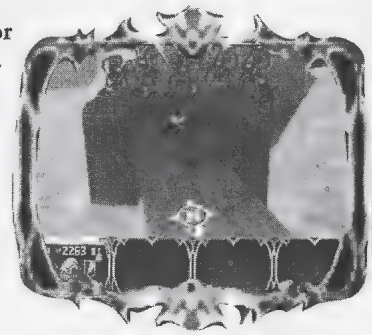


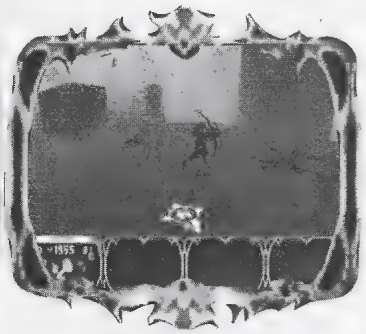
Go through a locked door and explore the three small islands attached to this hub. Miners thickly populate the area. Look for keys (in the open, in barrels, and under breakable ice chunks), food in a barrel, and Rapid Fire and 3-Way Shot power-ups in chests. Return to the locked door.

In the northwestern corner of the sector, a fenced-in area contains a sleeping Ice Golem. Raid his den for a magic potion (in a chest) and a key.



Burst through the door and fight through several Miner generators and a Bowman until you get to another dock. A block of ice hides a key on the way. Cross the dock and enter the area covered by Map B.

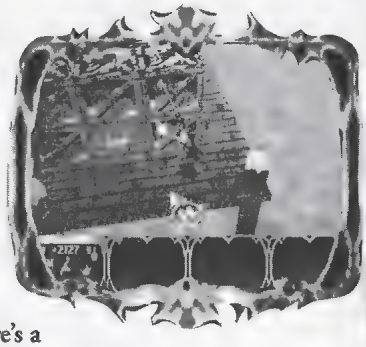




Go west into the maze of spike fences and generators. At the end, past a dock from which a Kamikaze roars, a barrel holds a scroll.

Scroll

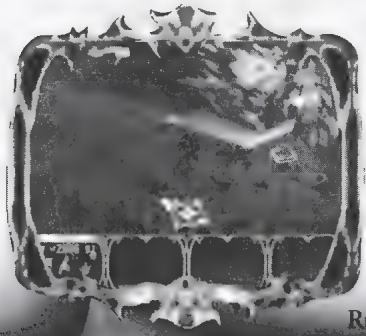
Raise the sunken ice from the dock.



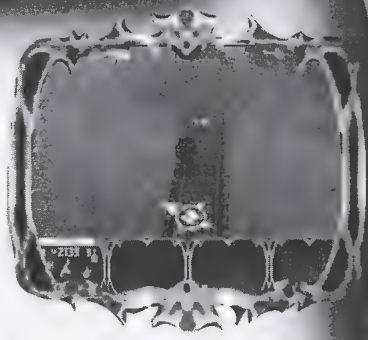
Go to the end of the dock and shoot out one of the boxes on the south side. A switch (4) is revealed. Pressing it raises a bridge and another switch (5) that gives you access to the distant Rune Stone. There's a magic potion in a chest too.

Head back to the tracks where you entered and clear out the other side of the compound, past several Miner generators, until you come to the northeastern shore. Near a Wolf generator, a switch (6) is hidden under a barrel.

Press it to raise a platform from the water. Each platform bears a switch that raises the next platform. Press four switches (7, 8, 9, 10) until you can reach a key and the opposite shore.



Turn south and go through a locked door. Break open a barrel for a scroll. At the end of the path, shoot out the protruding wall for a very important switch (11)—it raises the Rune Stone. Return to the retractable land



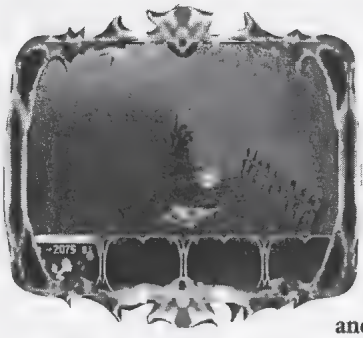
Cross under elevated tracks, reduce the Wolf generator to rubble, and climb the ramp to the tracks over the water.

When you get to the opposite shore, turn north and go through the lowered gate 5. Just inside, a barrel offers a scroll. Continue until a new set of tracks runs to the north. Grab some food and cross the tracks.

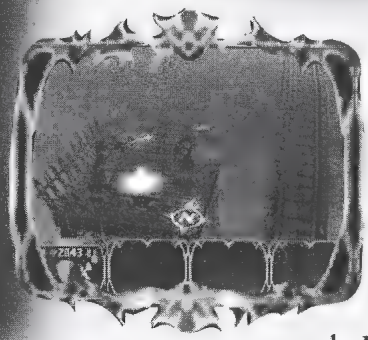
Scroll

This alone gets you halfway to the Rune Stone.

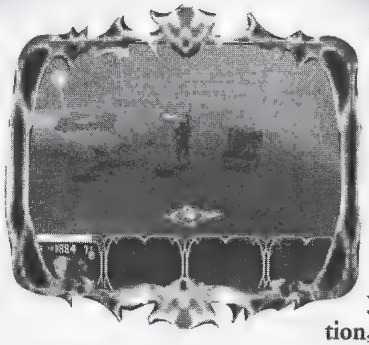
When you descend to solid ground, a lot of folks will have you in their sights—this is a great time to be invisible. Wolves, Kamikazes, and a tower-dwelling Bomber need to be eliminated before you can move about safely.



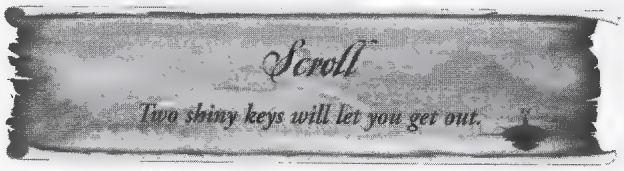
Climb the ridge up to the towers and go to the second one. A Rune Stone should be waiting for you. Go back to the ground and scrounge for a Phoenix power-up, a chest full of Death, and three keys.



Return to barrier 5 and follow the ridge around to the south and west. When you near the train tracks, you'll have to face a battalion of opposing forces, including a Bomber and a Bowman on platforms—again, invisibility comes in handy. Steal a magic potion from the Bowman. A scroll is hidden in a barrel by a Wolf generator.

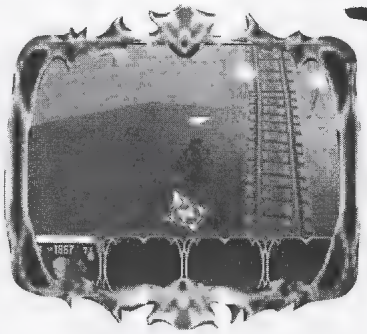


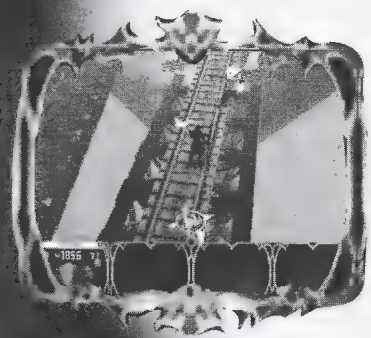
Watch out for Bowmen and a Kamikaze on your way to a locked door. Pop it open and proceed to the exit portal. Wolves and a Bomber guard your path to liberation, but don't leave without finding two lovely bits of food nearby.



Follow the pass around to the west until you come to a locked door. Use a key on it and clear out the area of all generators. Two chests offer an Invisibility power-up and a stash of gold.

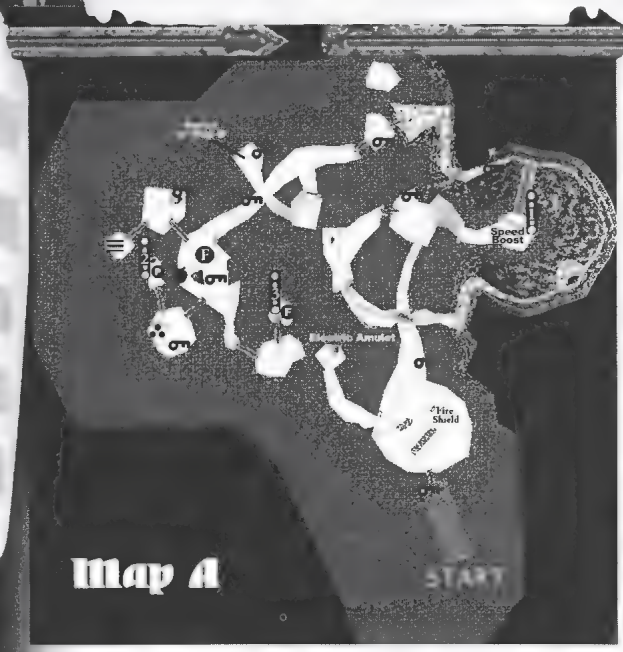
Head east from the locked door and shoot a large rock to reveal a switch (12). Follow the tracks to the north for an extra key. Return to switch 12 and follow the tracks to the southeast.



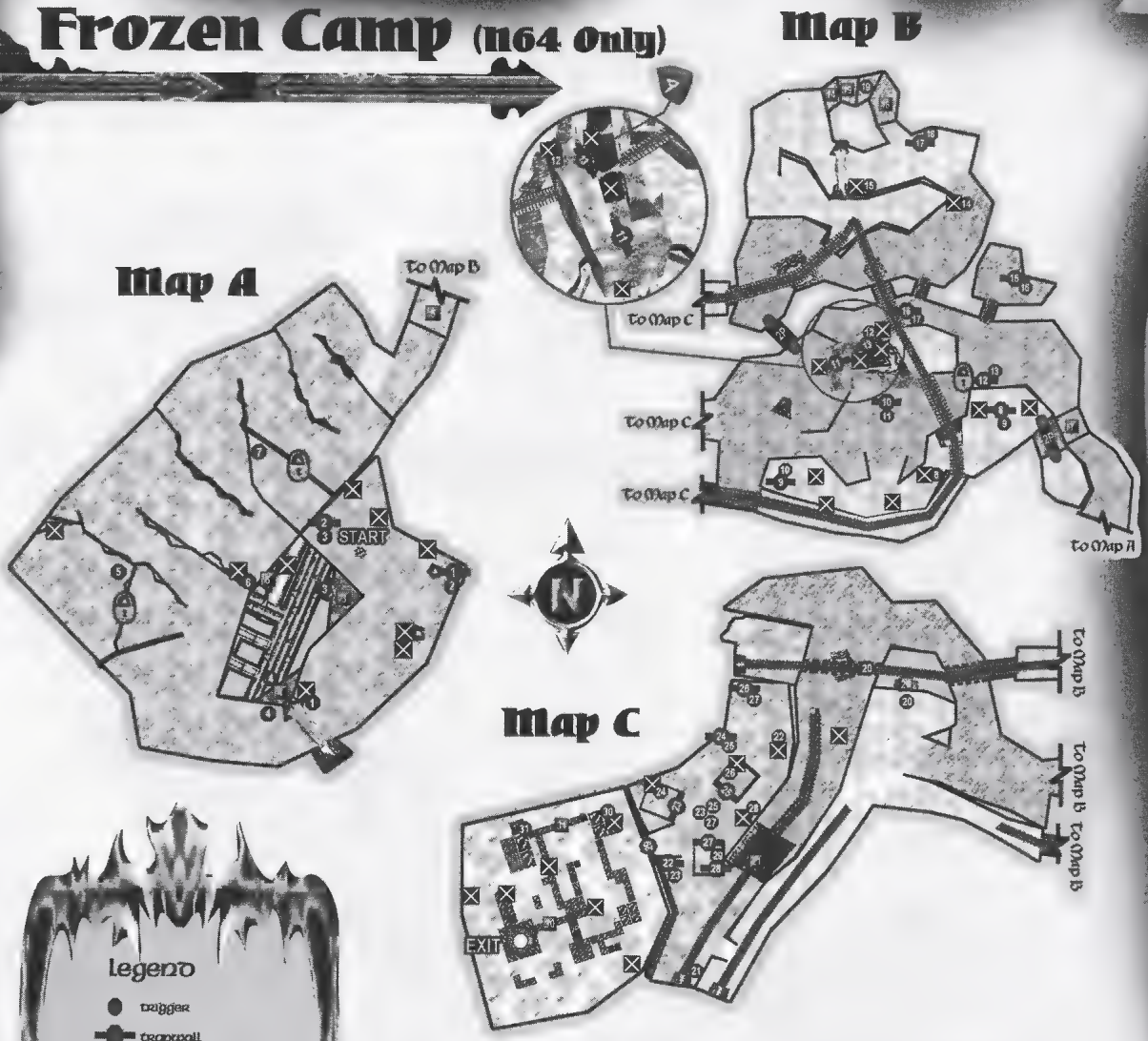


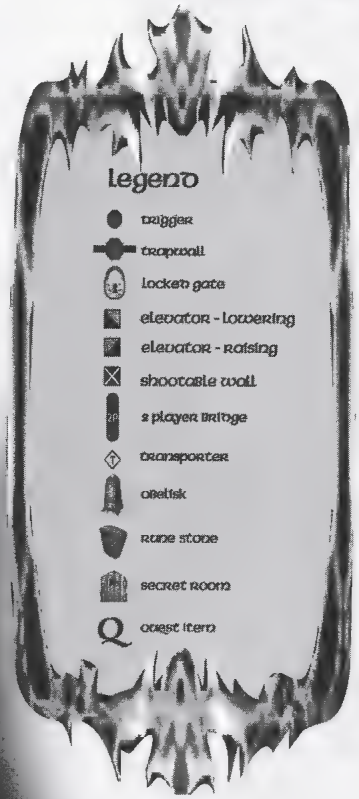
An extremely deadly crossfire awaits with several Bowmen and a Bomber lining the tracks. Suppress their fire and cross over into the area covered by Map C.

Arctic Docks (PSX Only)



Frozen Camp (N64 Only)





Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

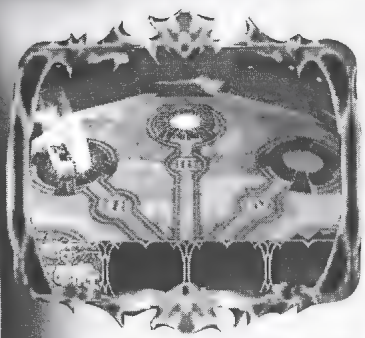
Enemies

- Bomber
- Bowman
- Ice Golem
- Ice Worm
- Kamikaze
- Wolf

Power-Ups

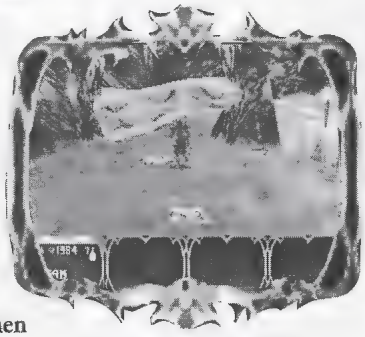
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Acid Amulet
- Invulnerability (Silver)
- Phoenix
- Player Growth
- Reflect Shield (N64 only)
- Reflect Shot (N64 only)
- Supershot (N64 only)

Walkthrough N64 only



Enter the Ice World to access the next Stage.

Zigzag through the fence maze. When you can see the pipe network again, shoot out a rock to reveal a switch (6) to call an elevator. Ride it down to nab a Phoenix power-up.

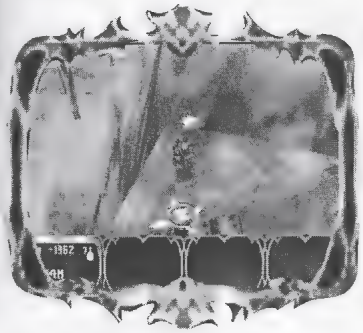


Clear the area of Worm generators. When you approach a gateway to the southwest, it shuts permanently. Find another way around by shooting the box next to the gate to reveal a switch (1). When you press this switch, an ice spire drops to reveal switch 2. Press it to access switch 3 to summon an elevator. Shoot the many breakable objects to find a key and gold.

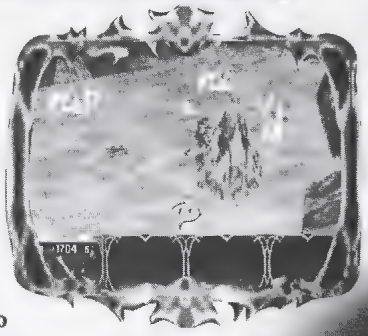
A locked door contains shoulder-to-shoulder Worms. Clear it out and step on a switch (7) to raise a bridge on Map B. Continue through the remainder of the maze, grabbing a scroll in a barrel, until you cross an ice bridge (marked by a pair of explosive barrels).

Scroll

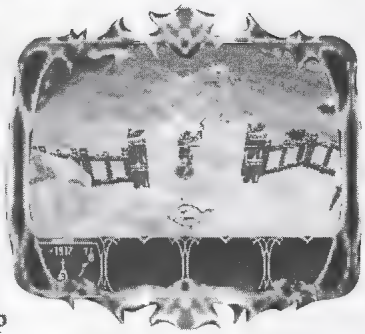
Ice in the deep rises when two triggers are tripped.



Ride the elevator down to a network of pipes. Kill the Bowmen and pop the switch (4) to the southwest to summon another elevator. Ride it up behind the gateway.



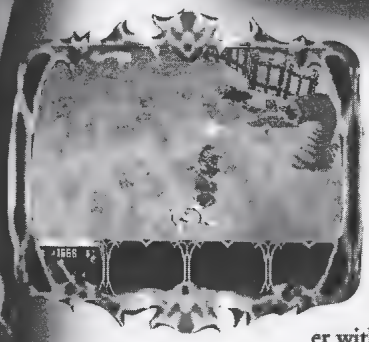
Follow the path, nabbing a key in one barrel and a Reflect Shield power-up in another, and turn left towards a locked door. Enter it and scale a ramp to the south. You will need to click a series of three switches (8, 9, 10) on this ledge. Grab a scroll and hit a breakable ice spire on the east edge for food. Don't hit a box adjacent to the tracks yet unless you want to create a ramp for enemies to flow through.



A key in a barrel can be claimed before finding a locked gate. When you step inside, an Ice Golem rises to meet you. Finish him to open a chest for an Acid Amulet power-up. Flip the switch (5) to allow you to pass to Map B.

Scroll

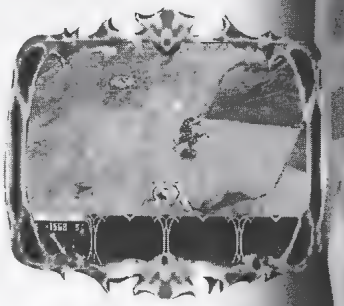
Six clicks to make before the Rune Stone you take.



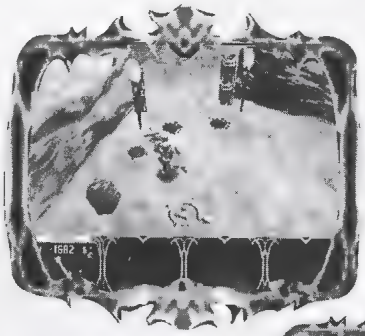
Descend the ramp and press the switch (11) now revealed to the north. Clear out the immediate area—don't cross the land bridge to the west just yet. You'll be rewarded with two chests of gold and another with a Supershot power-up.

Round the corner and approach a falling ice gate. Grab a key and shoot out a box to the left to reveal another switch (15). Retrace your steps back to switch 12 and explore the small island to the north to touch the next switch (16) in the sequence. Go back to the lowered ice gate, triggering another switch (17) before crossing the wood bridge again.

Go back up the ramp and shoot out the box to create a ramp to the tracks. Follow the tracks east and north and break away to the west at the next landmass. Climb the ridge, past the lowered door 11, and shoot a box to find a switch (12).

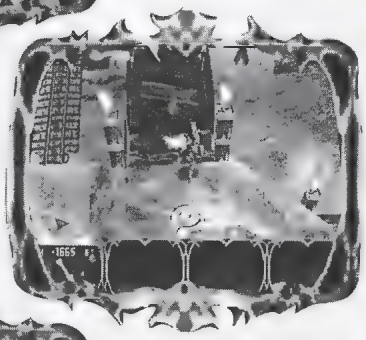


East of the ice gate, press a switch (18) to activate a series of land bridge pieces. Press the next switch (19) on the bypass.

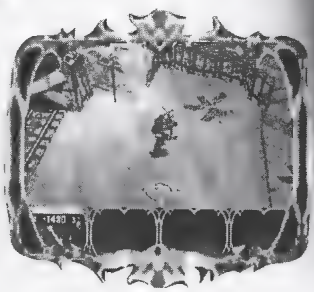


Retrace your steps to the locked door and press the newly revealed switch (13). Retrace your steps again to return to the site of switch 12.

At the far side of the bypass, open a chest to find a Silver Invulnerability power-up. Plow through the Worm and Wolf generators to the edge of the plateau to the east. A chest of gold is your reward.

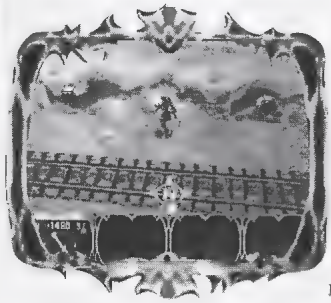


Shoot out the ice wall to get this world's second Rune Stone. Return to the site of switch 13.



Hop on the train tracks and follow them west to the area covered by Map C. At the end of the line, rifle through barrels for a dose of food and a key.

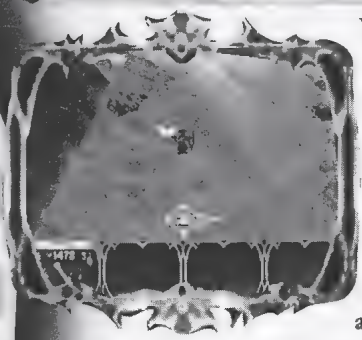
Turn northwest from here and cross the *second* wooden plank bridge. Detour west to clear out a Wolf generator under the tracks and pick up two chests of treasure. Resume the trip northeast and shoot out a box to reveal a switch (14). Press it.



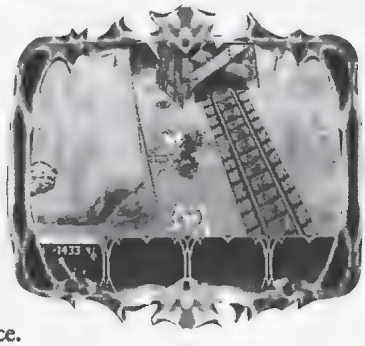
Backtrack to a switch (20) on the trestle that summons an elevator to the south. A chest holds a scroll. Follow the path to the east, down a hill and around under the tracks. Chests and barrels abound sporting gold, magic potions, keys, and a scroll. Once you've covered the entire area, climb back to the elevator (switch 20).

Scroll

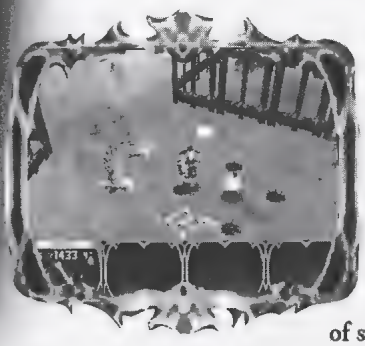
...ring the burning scroll from the Town to face the Ye... who rules this world.



Wade into the snow drift south of the elevator (it's up to your waist and you'll move very slowly). Go east briefly to pick up a barrel with a key and then backtrack to head south along another set of tracks.



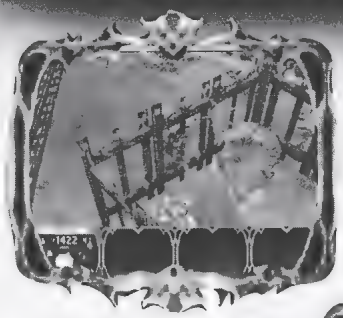
...ear the end of the ...racks, a ramp leads ...own to your right (northwest). Clear out the Worm and Wolf generators and open barrels for a key and a magic potion. Step on a switch (21) to find a piece of advice.



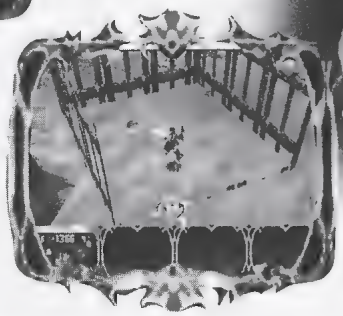
Follow the tracks to a barrel that has risen out of the platform (21). It contains a scroll. What it means is that you don't *have to* release *both* Ice Golems ahead. There is a complicated array of switches here that allow you to let out only one of the Golems and still open the door (29) to the end of the stage. Instead of mucking about with that, let's keep it simple: pick up the Player Growth power-up and fight both beasts like the Hero you are.

Scroll

Greed can often release your worst fears.



Fight both Golems (keep them in their pens by running around the back).

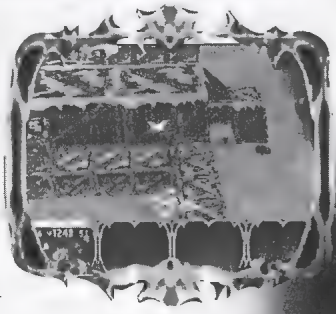


Forget about all the other switches and enter the southeastern cage to press switch 29 and bring down the barrier to the west. Be ready for a flood of monsters.

Enter the warehouse compound and shoot out a barrel for a scroll. Turn left (south) and go around the boxes until you see a ramp leading up. Ascend and follow the boxes around to the east and north until you meet a Bomber at the northeast corner. Kill him and press the switch (30) to open the way to the exit portal.

Scroll

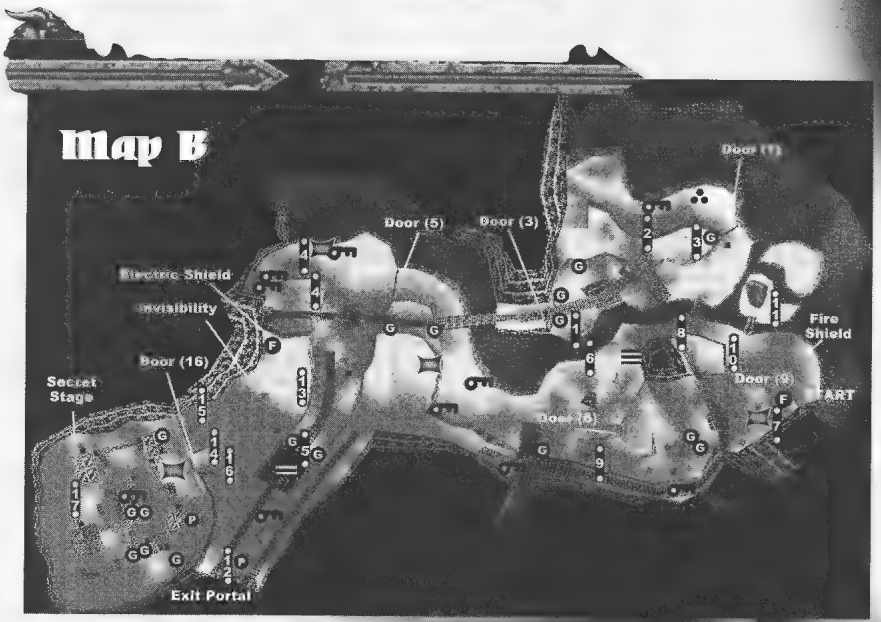
Your exit is barred unless you find that which is hidden.



To get to the portal to the Secret Stage, simply turn west from this corner box and go straight until you find the portal. You might still want to inspect the floor to find a well-hidden chest of gold (in a nook on the south run of boxes) and a barrel with a key.

To get to the conventional exit, find your way into the middle of the boxes and look for a ramp going up. Follow it to find the exit portal.

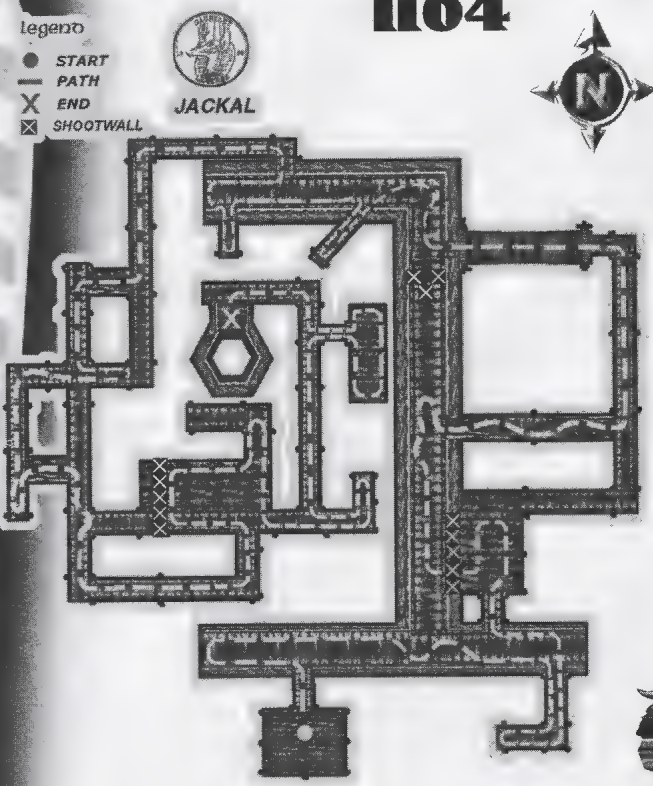
Frozen Camp (PSX Only)



SECRET LEVEL

Secret Stage: The Abandoned Beacon

N64



Goals

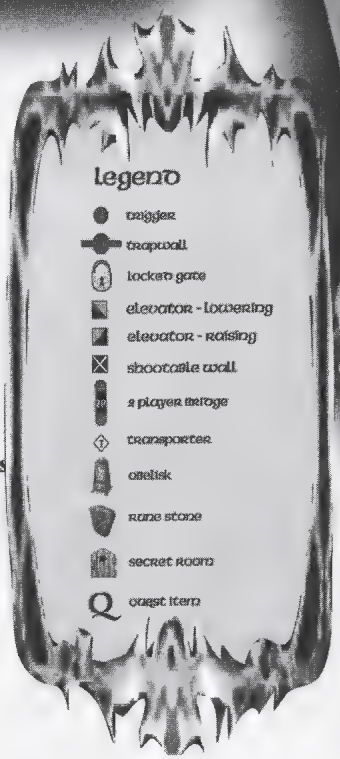
- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access

Enemies

- None

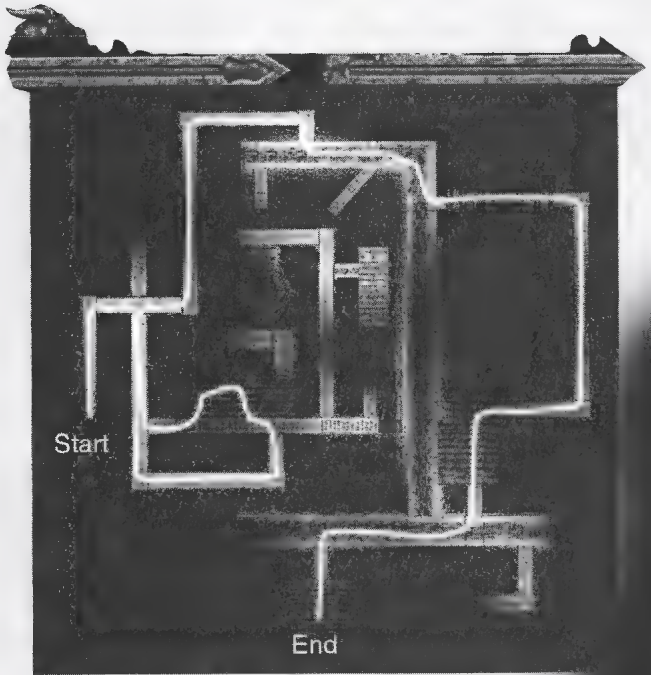
Power-Ups

- Tokens

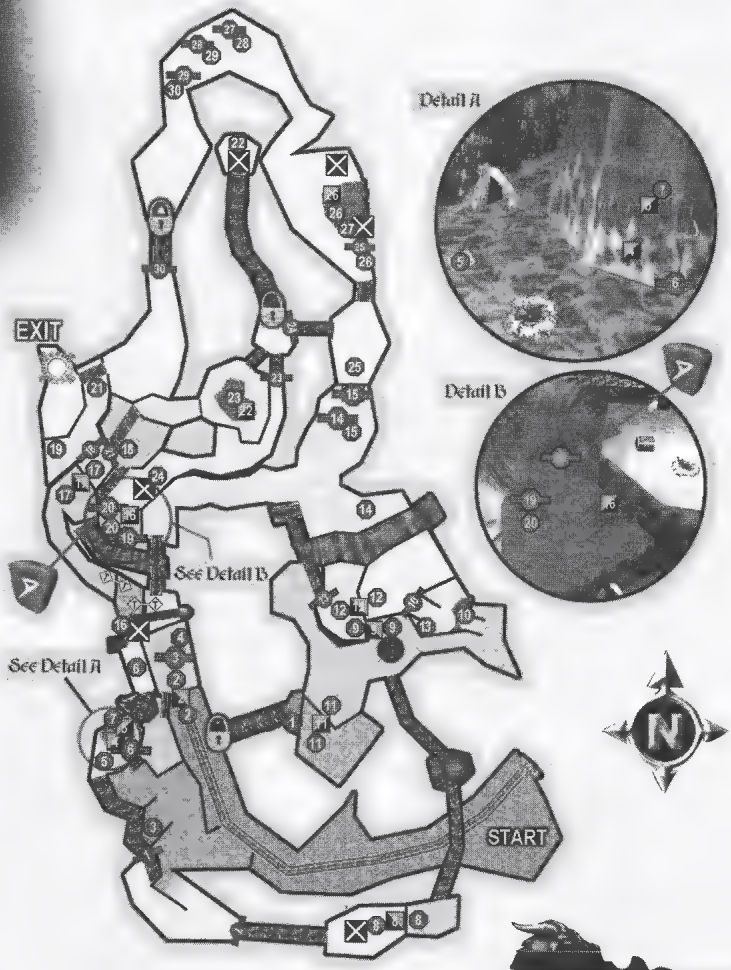


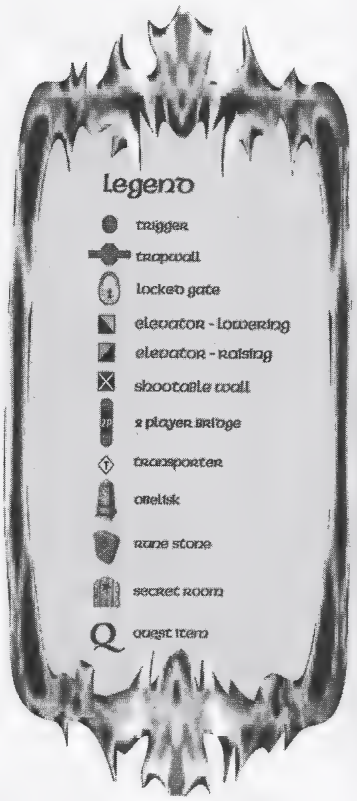
PSX

See if you can collect all the coins. Unfortunately it won't unlock any new characters.



Crystal Mine (N64 Only)





Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

Enemies

- Bomber
- Bowman
- Ice Golem
- Kamikaze
- Mutated Miner
- Wolf

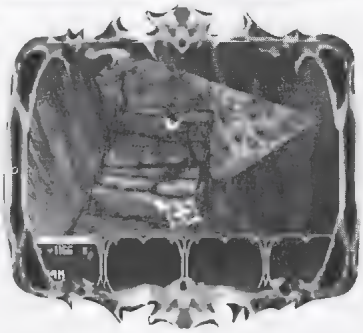
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Electric Breath
- Electric Shield
- Fire Amulet
- Rapid Fire
- Speed B

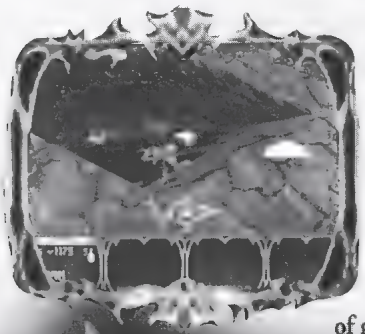
Walkthrough (n64 only)

Enter the Ice World to access the next Stage.

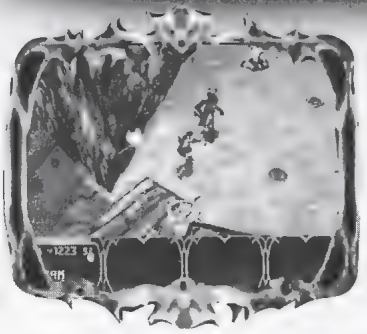
Eliminate the Wolf and Miner generators and break open two barrels for a key and a magic potion. Head east and pop open a chest for a scroll. Keep following the tracks (a key is hidden behind an ice spike) until you get to a locked door on your right. Shoot the Kamikaze before inserting your key.



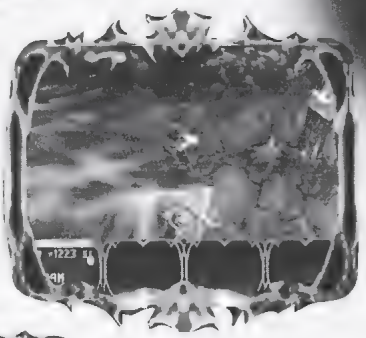
Cross the bridge (don't mind the falling pieces) and press the switch (1) on the other side to open a door further along in your journey.



Return to the tracks and go back south a few paces. To the west, a gentle slope goes upward. Veer right and clear out a pair of Bombers and a Wolf generator. A pit in the middle contains a chest of gold and a switch (3). P[illegible] it. Do[illegible] for a barrel of Death and two others containing a key an[illegible] up.

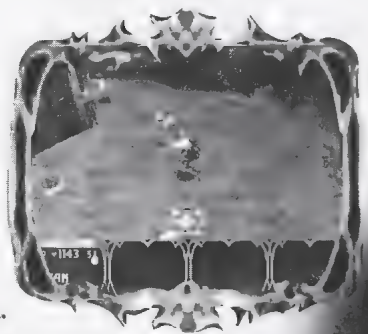


Go up the ramp and follow a wooden walkway (there's some food on the way) to flip a switch (4) that was revealed by switch 3. Return to the area of switch 3.

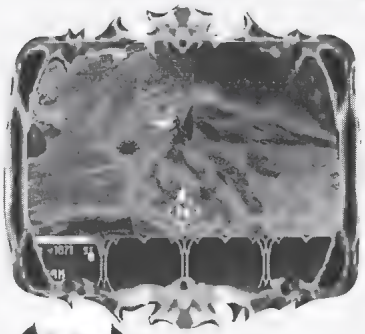


Head up the hill south of switch 3 and swing north, past barrier 1, to a long, zigzagging wooden walkway.

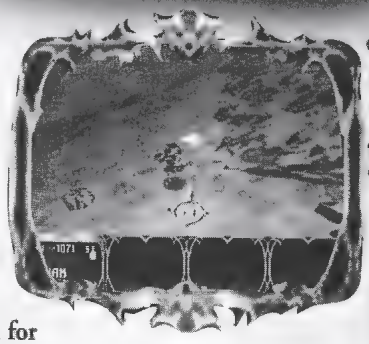
Immediately after the walkway, step on a switch (5) and walk around a column of frozen ice. Cross a short wood bridge to find a barrel with a key and another switch (6). Return to find the column of ice melted into a waterfall with a chest (with a 3-Way Shot power-up) and a switch (7) that opens a door to the southeast. Go to that door.



Cross the wood bridge, pinch the Speed Boost power-up, and tap a switch (8) to lower the elevator (8) nearby. Mount a bridge and follow it across the gorge to a large drain.

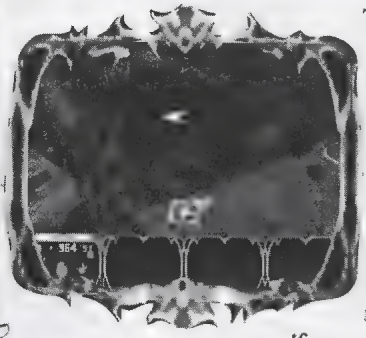


Go east and ventilat[illegible] a Bomber. Smash the barrel for a key and climb a small ramp to touch a switch (10). Retur[illegible] to the drain.



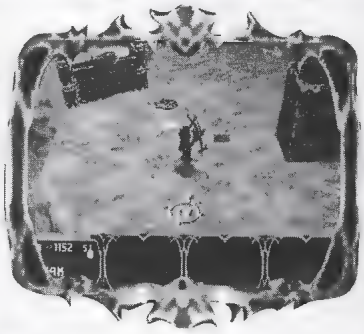
Walk west from the drain and detour northwest before pressing switch 11. A Bomber and a chest of gold are ripe for the picking. Touch switch 11 and ride the elevator down. Smash a barrel for food and open the chest for a scroll. Return to the drain.

> **Scroll**
>
> *Don't get lifted up until you've stomped through the steam.*



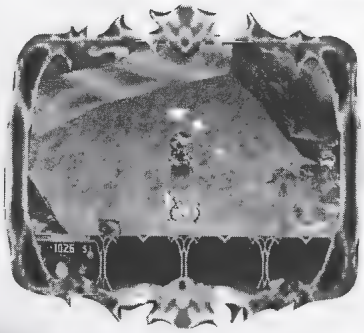
Traverse the ice bridge to the west, crossing a wooden plank bridge to the south. Stroll right by the transporter and shoot the wall to the southwest. A very important switch (16) is revealed—you cannot get the Rune Stone if you miss this one.

> **Scroll**
>
> *Do not leave this area too soon.*



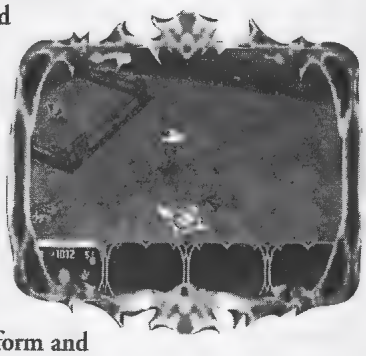
Step on switch 9 to summon the elevator and ride it up. Touch a switch (12) to call the adjacent elevator and ride it to the ledge above.

Go through both transporters and climb the hill to the northwest. There's an elevator (17) here, but don't take it yet. Instead, smash a barrel to get some food and cross the wood bridge to the north. A chest of gold and a switch (18) are presided over by a Miner generator.



You awaken an Ice Golem. Ride him hard and melt him fast. Grab a key from a barrel before descending a ramp to touch switch 13. Return down the elevator and proceed through open door 13.

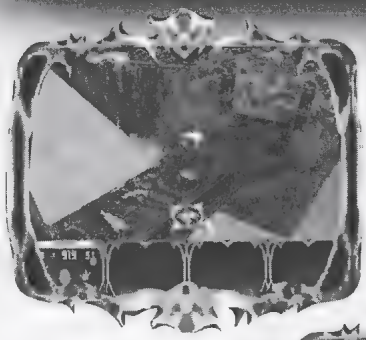
Now go to the elevator and press switch 17 to call it. Once upstairs, unleash something fierce to clear out the glut of Miners and Kamikazes. Pluck a scroll from the chest and go through deactivated door 18.



Cross the bridge and take command of a small platform where a chest protects a scroll. Move due west to disable a Wolf generator and break open a barrel for a switch (14). Go back to the platform and north to pick up a Rapid Fire power-up and a chest full of ham. You'll also find a switch (15) that opens a door protecting an Electric Shield power-up.

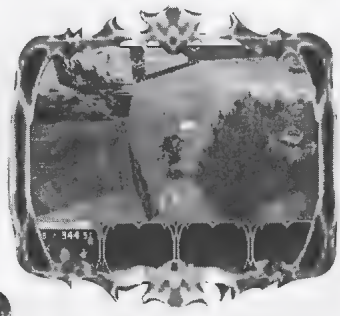
> **Scroll**
>
> *Five more clicks to hear until the Rune Stone is near.*

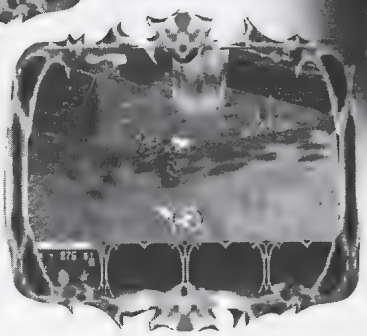
Press the switch (19) hidden behind this ice and the one just like it to the north (21). The first one is part of the Rune Stone combination, the second gets you out of this area. Leave this room and go north over the wood bridge.



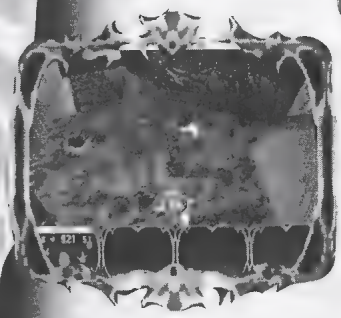
Cross barrier 24 and the ensuing bridge. Turn south to find another switch (25) and a key in a barrel. Head north over a short wood bridge and walk over switch 26.

ss the bridge, grab a from a barrel. Then, h out as the ice falls around the switch (23) e center of this plat- n. OK, we'll do it the d way.

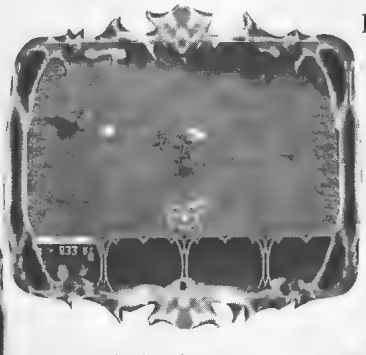




Walk north around the pool to an elevator (26). Grab a magic potion from a barrel and ride the lift down. Shoot out a hunk of snow in the water to find another switch (27). Return to the surface via the lift.

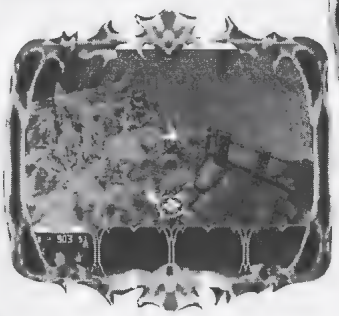


This hub has four trails leading off it. Note it well, you'll be back here a few times. For now, take the only one you can open: the one to the north with the locked door.

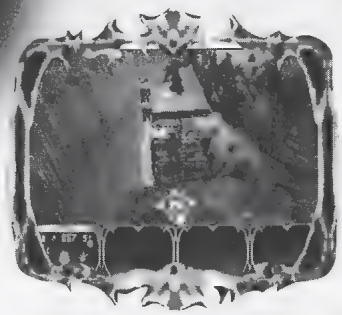


Follow the ridge to the northwest and press the first switch (28) to bring down a nearby ice spire exposing the next switch (29). Pressing that switch unearths the third switch (30) in the sequence. This one opens the final gate to the exit portal.

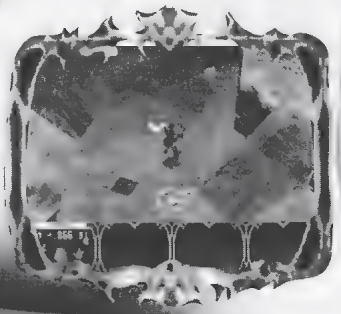
At the end of the rickety bridge, pop the Bowman and shoot this pile of snow to find a switch (22) that gives you access to switch 23. Return to switch 23 and step on it to open a door (23) to the Rune Stone.

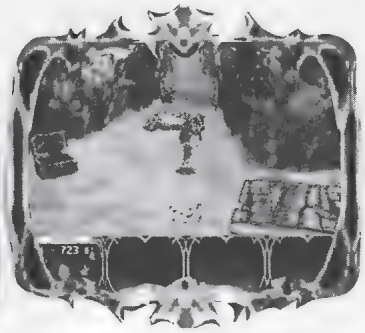


Unlock the door to the bridge and cross it, passing over barrier 30. South of the bridge, be sure to pick up an Electric Breath power-up. In doing so, however, you wake up a slumbering Ice Golem. Use your new skill on him and move on.



Pass through door 23 and follow the pass south. Just after it narrows briefly, pop a switch (24) to open the final door (24) back in the hub.

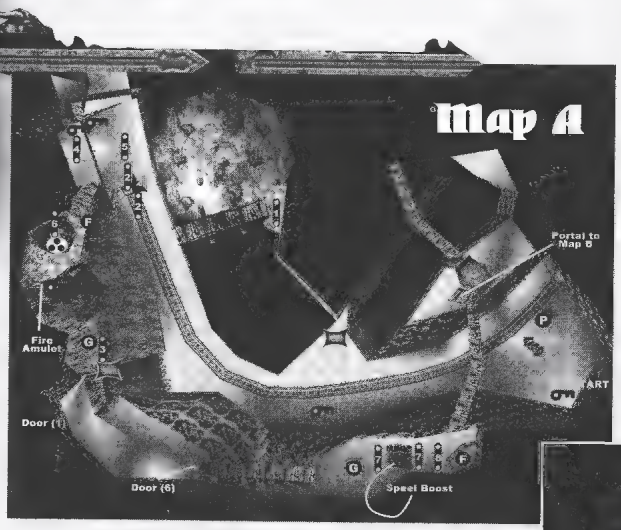


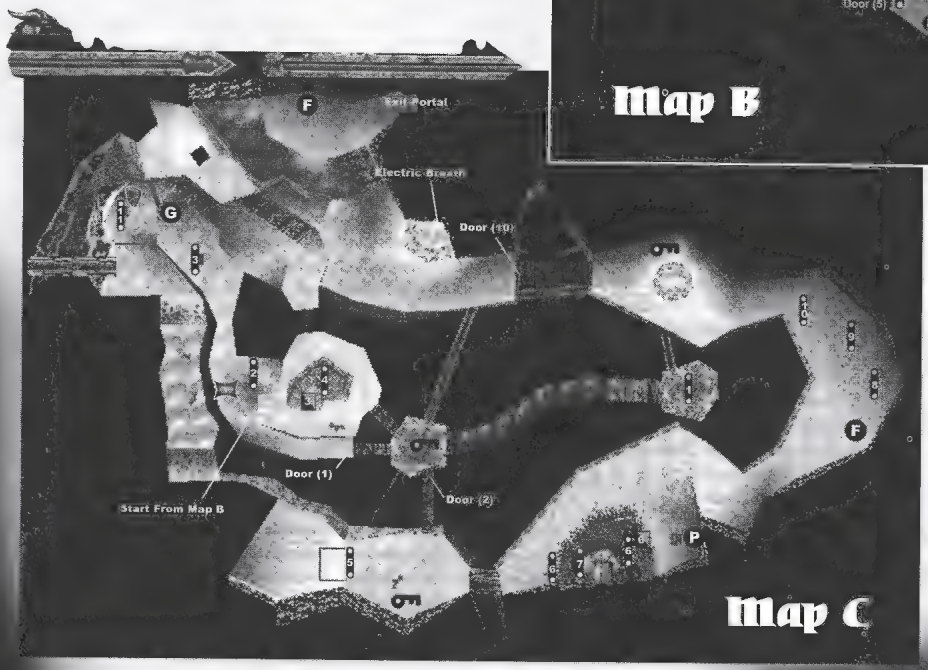


Pilfer a chest of gold and descend an ice ramp (16) down to the Rune Stone. Step on a switch (20) to open the Rune Stone's barrier (20). [illegible] and return to the hub.

Bound across a short wooden bridge and claim a chest of food before diving into the nice, warm exit portal.

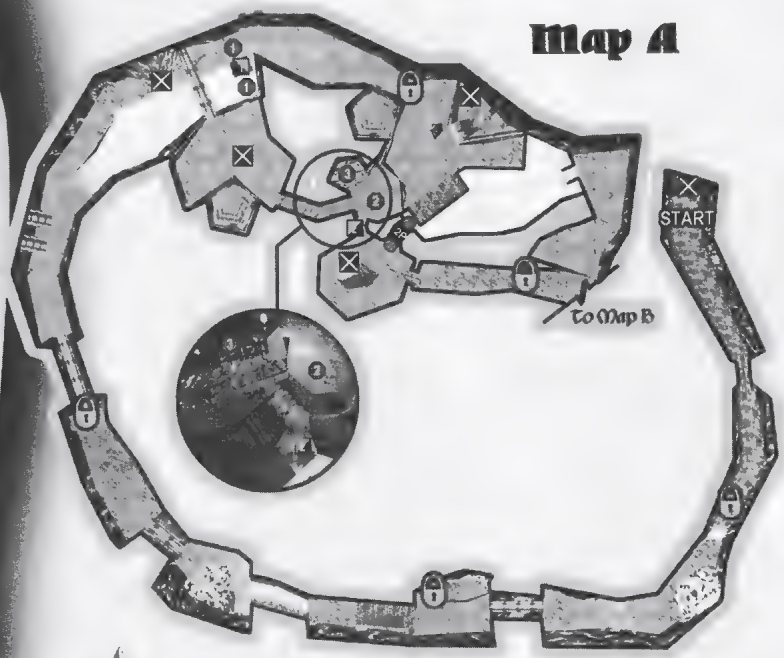
Crystal Mine (PSX Only)

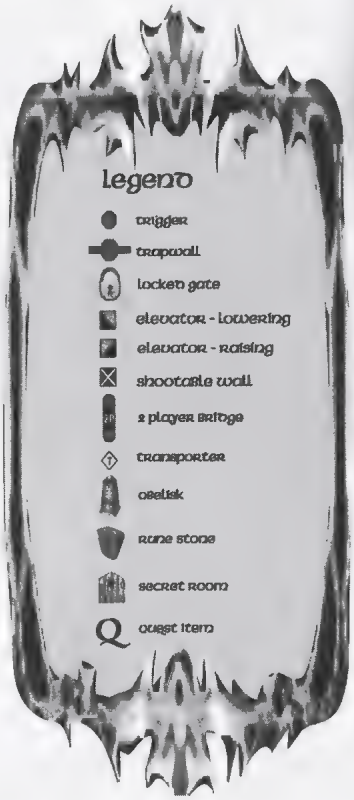




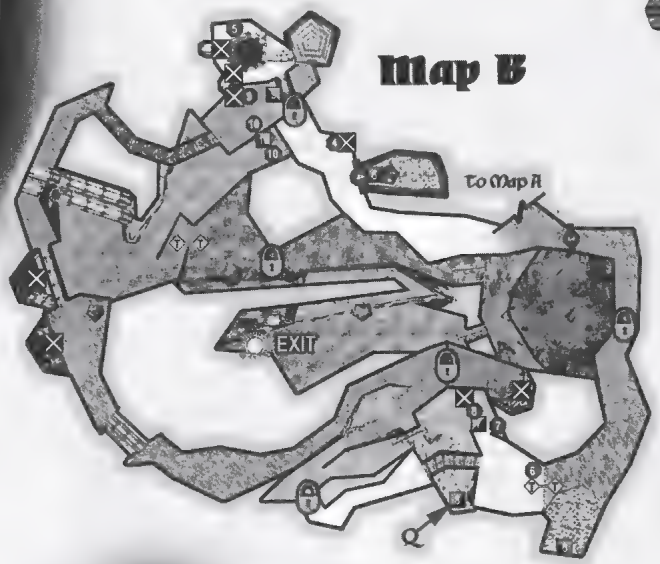
Erupting Fissure (N64 Only)

Map A





Map B



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: Yes
- Secret Level Access: No

Enemies

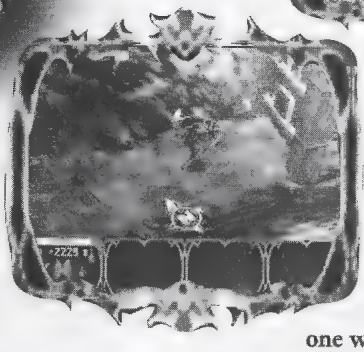
- Bomber
- Bowman
- Ice Golem
- Kamikaze
- Mutated Miner
- Wolf

Power-Ups

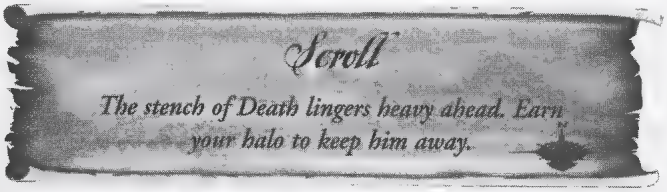
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Halo
- Invisibility
- Player Growth
- Rapid Fire
- Timestop

Walkthrough (n64 only)

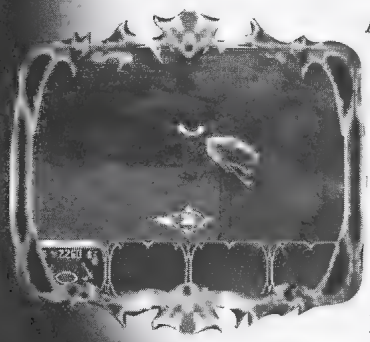
Enter the Ice World to access the next Stage.



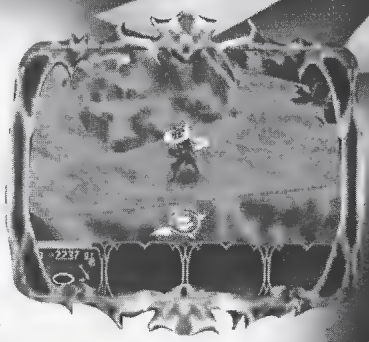
Begin the long march down to the Fissure. You'll encounter several Wolf and Miner generators on the way, but they're nothing you can't handle by now. Cross one wooden bridge and fish a key out of a barrel before unlocking a door. Another key sits in a snow bank east of this door.



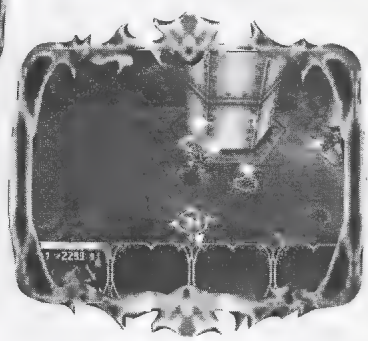
Grab a scroll from a barrel before crossing a pipe bridge. Move carefully; you don't want to wake up that Death Statue just yet. Unlock the door and go down a ramp. Open the chest to get a Halo. *Now*, give Death a rude awakening.



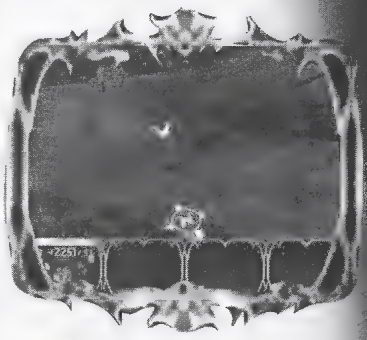
Approach the Statue to awaken it and then corner Death against a post when he tries to flee. Descend the wooden ramps to continue on your way. Pick up a key and a barrel-bound magic potion at the bottom.



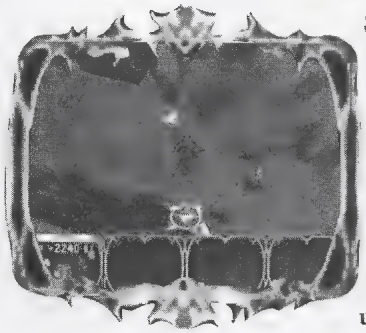
Keep following the path as it brings you past a snow bank (a key is obvious to the observant Hero). A barrel contains yummy food. Eventually, you'll come to a locked door.



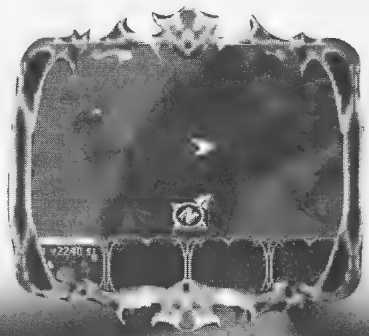
Unlock it and announce your presence with authority. Tightrope across a pipe bridge and be sure to gut the Bomber hurling at you from between the standpipes.



Just past the two standpipes, the road splits high and low. Go high.



Shoot out this snow bank for a key. That's as far as you can go up here, so head back down to the low road and take it until you come to a switch (1) and a tower. Nab a Player Growth power-up on the way.



Ride the lift up and turn south (left). You'll be returning here momentarily.

Scroll

Check under every barrel.

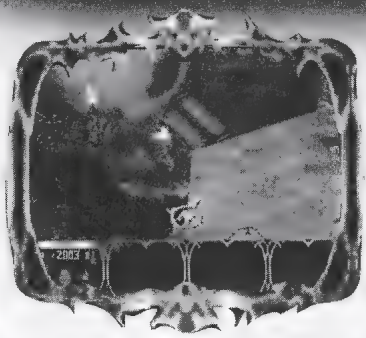
Climb onto the pipes and fight your way into the top of a tower (take a magic potion en route). Look around for a barrel of food, a key, and a scroll. Cross a wooden bridge to the northeast, pocket some gold from a barrel, and depress a switch (2). Return to the lift (1).

Stroll northeast through a locked door. After dealing with the usual rabble, you'll have to take down another Ice Golem. In the pit to the north, a chest holds gold. Grab a key from a barrel up here before descending the wooden platforms to the lower level.

Run north from the wooden ramps, pausing only to pick up a scroll from a barrel before going up one icy ramp and down two others. Open a barrel for a key. Just southeast of the barrel, ramps lead north, south (high), and south (low). Take the high south road.

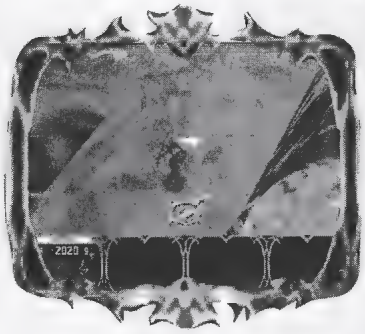
Scroll

The high road leads to the low road.

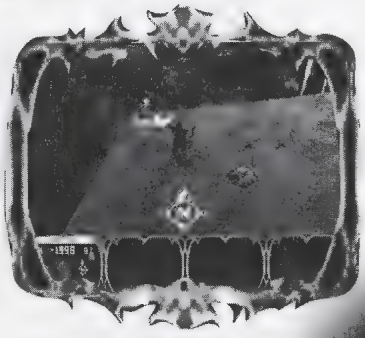


Bound through the locked door, across a wood bridge and onto a large tower. From here, cross a small ice bridge (2) to a wooden platform to the west.

Raid a chest for a magic potion and flip this switch (3) to open the area covered by Map B. Retrace your steps to where the path split.



Before you head east to door 3, there's an important detour first. A path leads down and south. Follow it. Two barrels next to a Wolf generator hold a key and food.

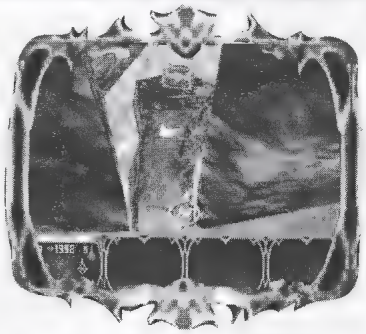


Just past a furnace, shoot the snow pile in the corner to find a key and a switch (4).

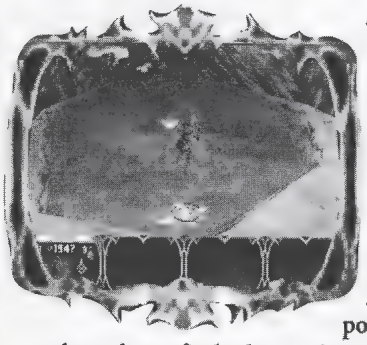
Continue down the path to a locked door and cross the pipe bridge. A barrel to your right has a key. Go left, shooting out pipes that get in your way until you arrive at a switch (5) and a barrel that contains a scroll.

Scroll

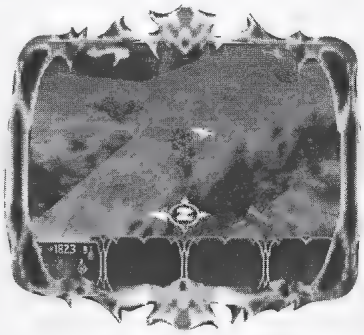
Behind a curtain of rushing waters stands the Javelin that scares the Town's Fiend.



Return to the furnace and enter to open a trunk. A Timestop power-up fits nicely in your pack. Go to door 3.



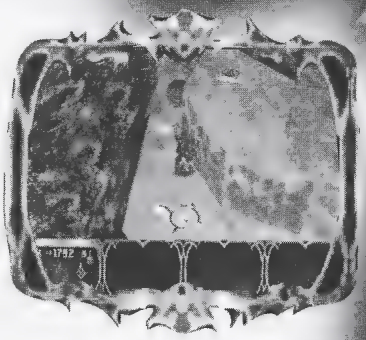
Travel north from door 3 and east through a locked door. At the end of the path, a Bowman stands hip deep in water. Above him is an inaccessible Rapid Fire power-up. Jump into the transporter and break the barrel nearby to find a key and a switch (6) that brings the Rapid Fire down to earth. Once you have it, get back on the transporter.



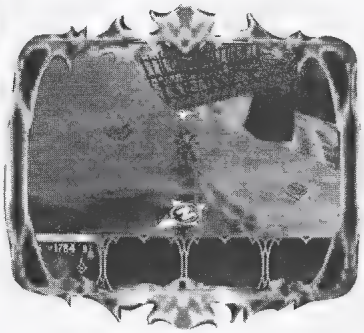
Cross the wooden bridge to the south and follow the path to a switchback and a locked door. Go through the door to find a barrel with a scroll and a chest of gold. The road ahead goes high and low—take the high road.

Scroll

Do you have what's hidden here? It's not down there...

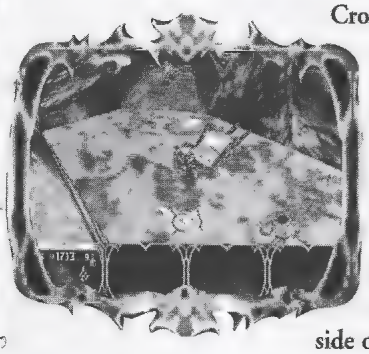


Cross a wooden bridge in front of a waterfall and go around the corner on the far shore. Shoot a barrel to find a key and a switch (7).



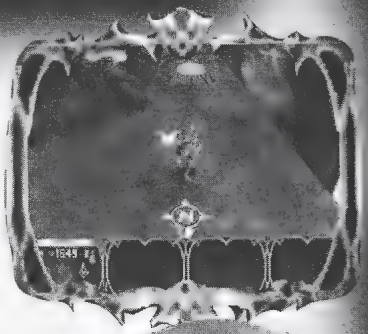
Backtrack to the switchback, over the bridge, and near the transporters. A switch (8) has risen to be within reach. Step on it and return to the base of the waterfall.

Step into the waterfall via the newly risen rock (7) and claim Marker's Javelin, the Legend Item you can use to defeat the Plague Fiend, boss of the Town world. Return to where the road split high and low and now take the low road.



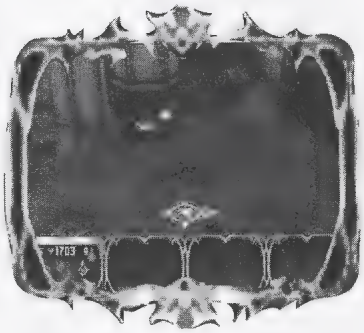
Cross the water where it meets lava and continue north to a locked door. Pass through it and shoot out the back wall for a 3-Way Shot power-up. Leave the locked door, but continue south on the other side of the lava.

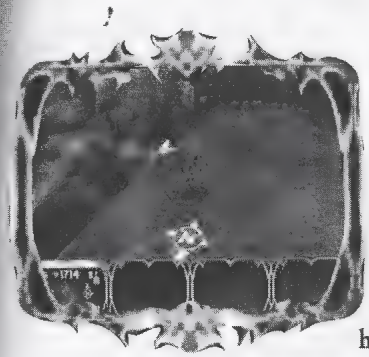
Follow the path south and then southwest. Cross one pipe bridge and, where you see a pick axe leaning, shoot out the wall—more gold for your pack. There's a key nearby too. Cross the next pipe bridge, go under two pipes, and cross a curved wooden bridge.



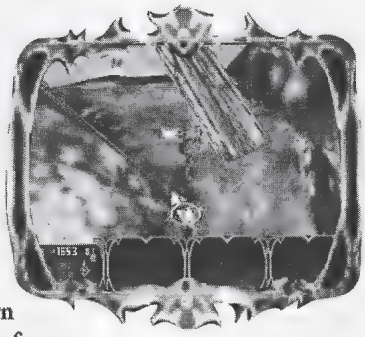
Continue south and leap into the exit portal.

Once across the bridge, shoot at the standpipes on the walls to reveal a switch (9) that opens an adjacent wall. Behind this wall, barrels hold a key and Death, and a chest has food.



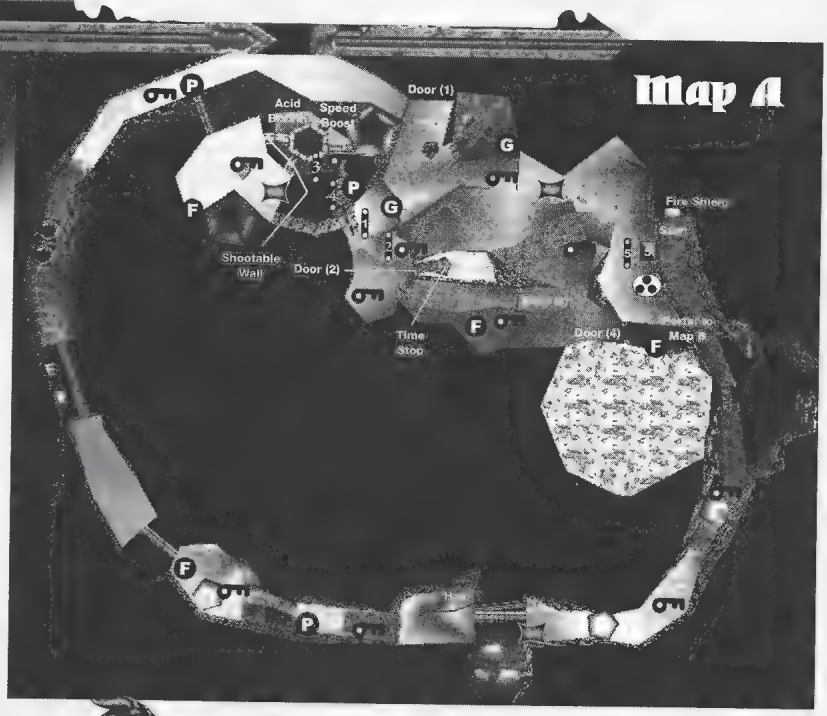


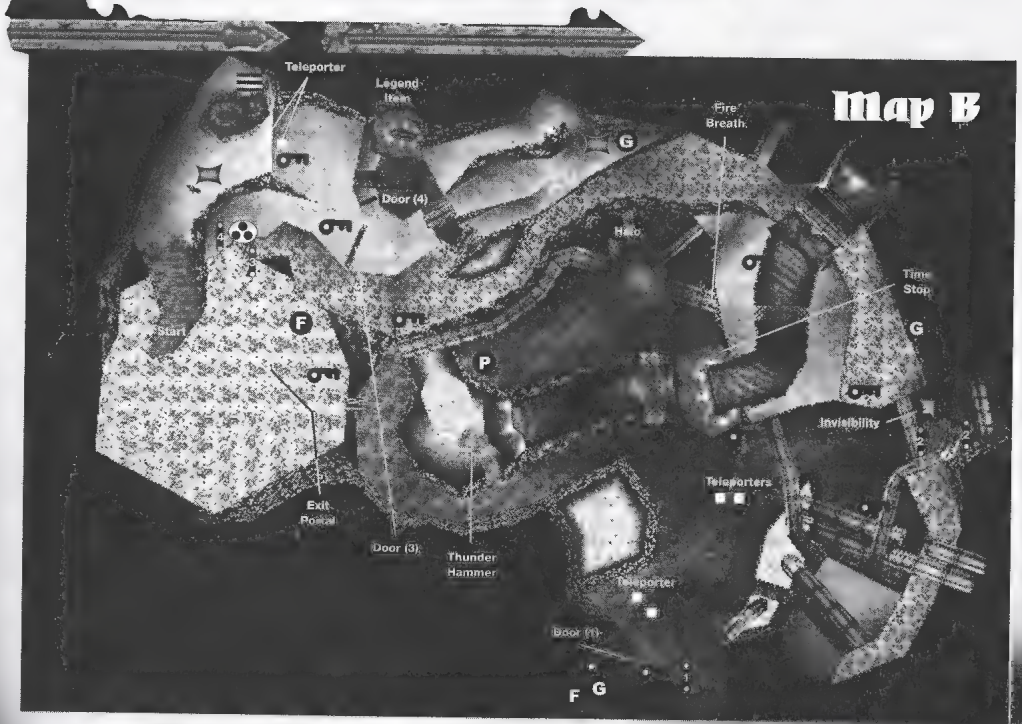
Press the switch (10) to the east to summon the lift (10). Head southeast and then due south. Shoot out the wall to find a chest with an Invisibility power-up. A barrel in the vicinity holds a key.



Stroll north to a transporter and step through it. Break open a barrel for a key and continue north through a locked door. As you approach a wooden walkway, the lights turn a sickly green; be ready for a Kamikaze. Walk up the plank where a Bomber and a Bowman are further bad company. Creep east and descend the plank to the south.

Erupting Fissure (PSX Only)





Yeti's Cavern

Goals

- Kill the Yeti

Power-Ups

- None

Enemies

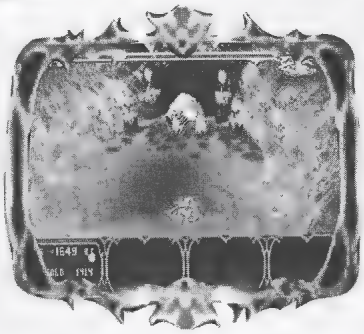
- Yeti

Legend Item Needed

- Scroll of Tarkana

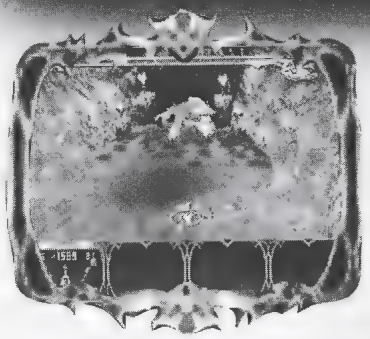
Walkthrough

Enter the Ice World to access the boss Stage.



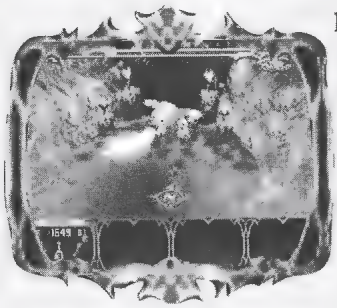
As you ready yourself, the Yeti climbs onto the stage, a rough and hairy beast. If you won the Scroll of Tarkana in the Town World, your Hero will use it here and rob it of much of its health.

There is literally nowhere to hide in this battle. Keep on the move and try to stay at middle distance.



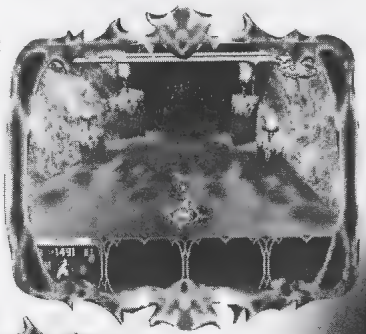
N64 Only: When you are medium- to long-range distance away from the Yeti, it rips chunks of rock off the wall and hurls them at you. Damaging, but slow moving.

The Yeti's shock wave can be done from any distance, but it's easy to avoid if you run away and into a corner when you see it coming. (PSX: This attack is unavoidable, but if you run to the side and up close the shock waves will stop.)



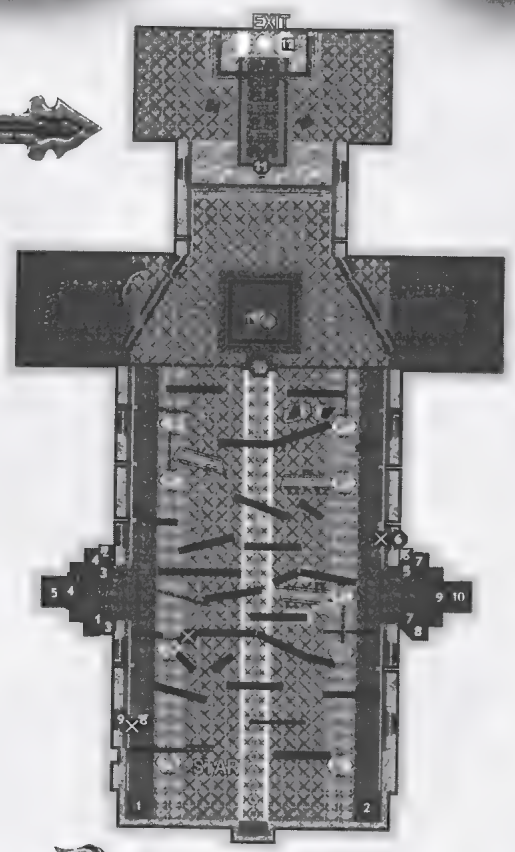
Freezing Breath is the Yeti's short-range weapon. It is nearly impossible to avoid if you aren't ready for it (he winds up fast). Try to stay just outside the range in which he uses his breath. (PSX: This attack is slow moving and easy to avoid.)

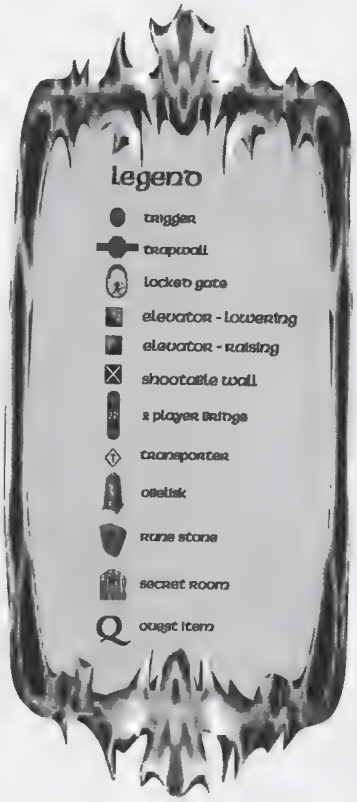
When the snow beast expires, grab his shard of the Stained Glass Window and wait for Sumner to teleport you back.



Sumner places the final piece of the Stained Glass Window into place.

The Desecrated Temple





Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

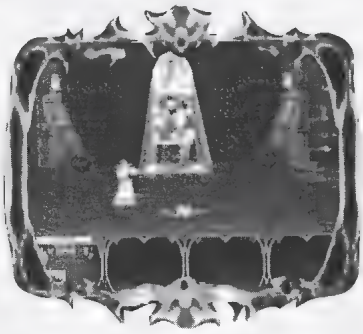
Enemies

- Demons
- Undead Knights
- Zombies

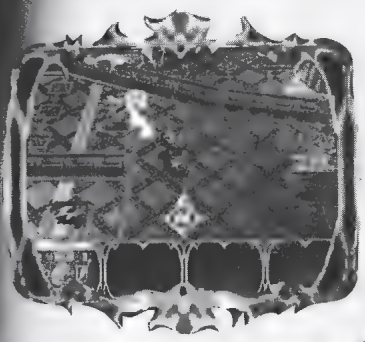
Power-Ups

- Gold
- 3-Way Shot
- Fire Amulet
- Reflect Shot (PSX: Fire Breath)
- Speed Boost

Walkthrough

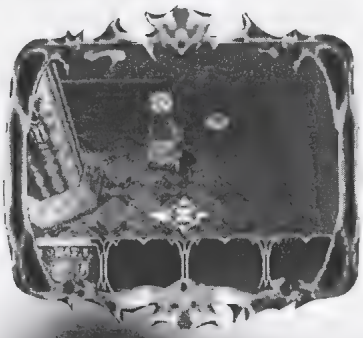


Once you have all the pieces of the Stained Glass Window, you can use the Window to transport to Skorne's headquarters on earth. Note that there are several treasure chests in the temple, but no keys; stock up on keys from Sumner while you have the chance. Note also that you won't be coming back here between levels, so make sure you're ready for a big fight. Stand in the light of the Window and you'll magically travel to the floor of the Desecrated Temple.



The generators here are extremely prolific—focus all of your efforts on disabling them, preferably from behind a safe pew.

Defend yourself from the initial onslaught and trip the switch (1) in the southeast corner. This begins an elaborate sequence of switches that open a portal to Skorne himself. Get a chest of gold.

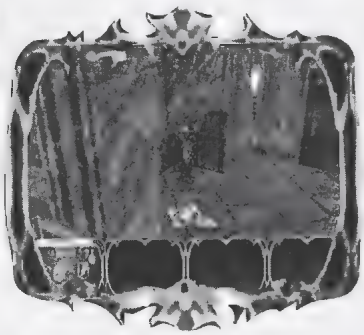


Locate a switch (2) in the southeastern corner of the Temple.

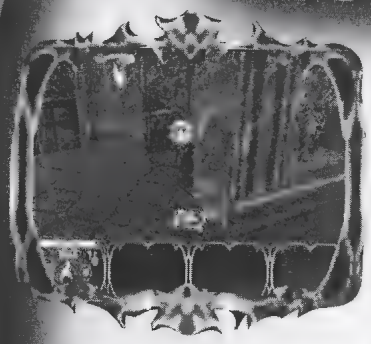
North of switch 1, fire on a statue in the wall. A switch will be exposed, but you can't reach it yet thanks to that hole in the ground. Get another chest of gold.

Search the rest of this lower area (it's sealed off for the moment) to find one more chest of gold on the east side. Locate an oddly colored bit of wall just south of the side vestibules. Clear out all of the generators you can see from here and blast the wall to move into the next section of the Temple.

If you don't stray too far from the vestibules, the enemy flow will quickly dry up once the closest generators are shattered. When you're alone, go to the western vestibule to continue the switch sequence.



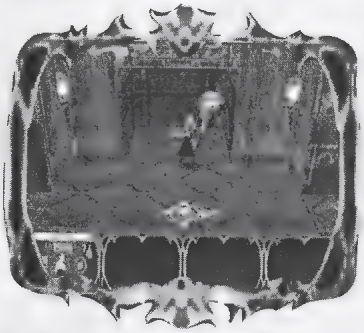
In the western vestibule, the door to the southern chamber is open. Press switch 3. The door to switch 4 is now open on the north side of the vestibule. Take a 3-Way Shot power-up.



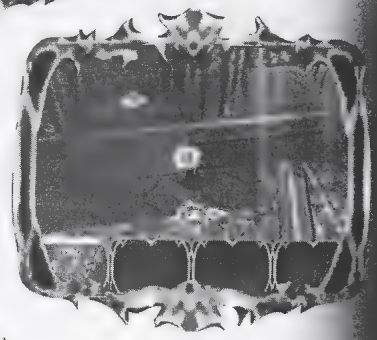
Step on switch 4 to open the door to switch 5 in the western part of the vestibule. A Fire Amulet is part of the deal.

Trip switch 8 to allow you access to switch 9—the one you couldn't get to earlier. Need a Speed Boost power-up? You got it. Go visit switch 9.

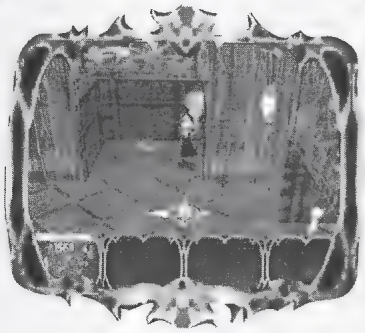
Activate switch 5 to lower a door in the *eastern* vestibule.



Walk over the hole in the floor and press switch 9 to open a door to switch 10 back in the eastern vestibule.

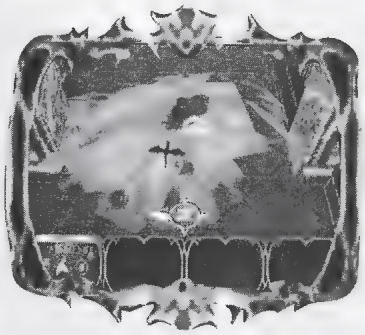


Go back to the eastern vestibule. Just outside and to the north of it, fire at an angelic statue in the wall. She disappears to reveal switch 6. Press it to make the next switch accessible.

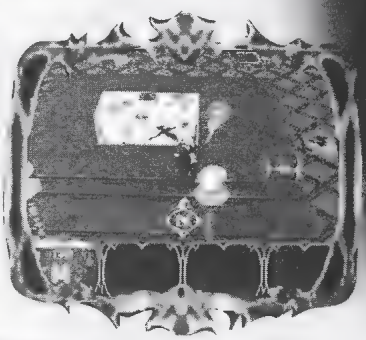


Press switch 10 to open a door to the main altar to the north. Resume your northward trek until you're past door 10 and standing before the altar.

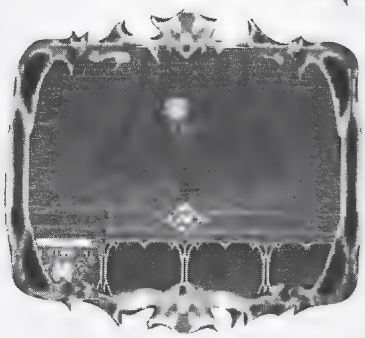
A Death Statue guards the eastern vestibule. Dismiss him.



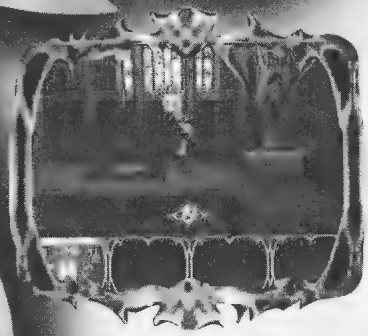
Fight your way through the altar. Notice the inaccessible switch (12) on the top. Pick up several more chests of gold.



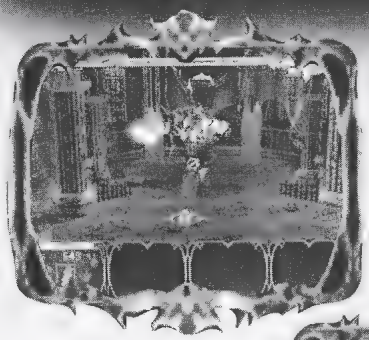
Pop switch 7 in the northern chamber of the eastern vestibule, thus opening the door to switch 8 in the southern alcove. Pocket a Reflect Shot (PSX: Fire Breath) power-up.



Destroy the lectern to reveal the switch (11). Return to the altar and press the now available switch 12.

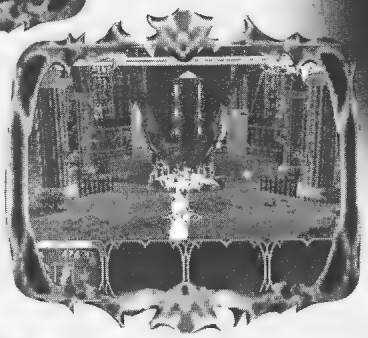


Proceed to the northern end of the Temple and step into the exit portal to meet Skorne in his earthly incarnation.



You'll need to keep on the move to unseat Skorne. If you get too close, Skorne will give you a big hurt.

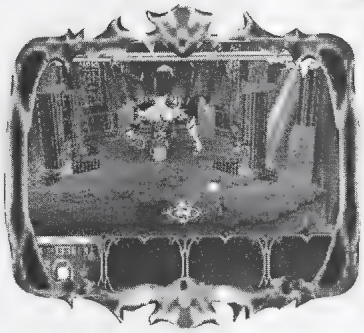
Altar of Skorne



Light breath is coming so move fast.

Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No



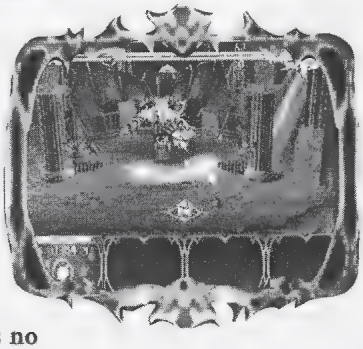
The attacks Skorne throws move quickly but can be avoided with a little Turbo run. You'll spend your Turbo charge a bit, but you won't be injured.

Enemies

- Skorne

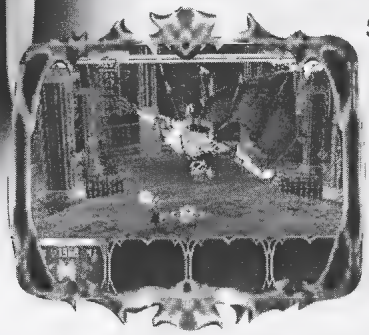
Power-Ups

- Skorne's Gauntlets
- Skorne's Horns
- Skorne's Mask

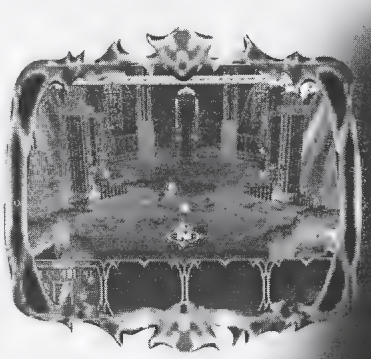


The shock wave attack can be avoided if you run in the opposite direction toward a corner (if the corners are still there, that is). Again, you can see Skorne winding up for it. (PSX: There's no avoiding the shock wave here.)

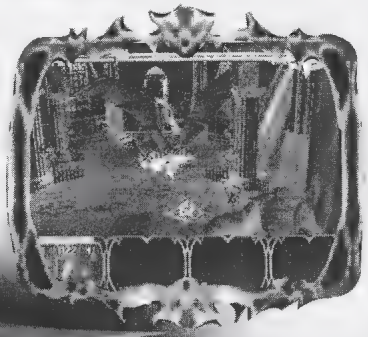
Walkthrough



Skorne is heavily armored (that mask, horn, and glove set looks real nice) and tough as nails. Beware—there's no Legend Item to help you here. You also don't get a chance to collect yourself in the Tower before coming here.



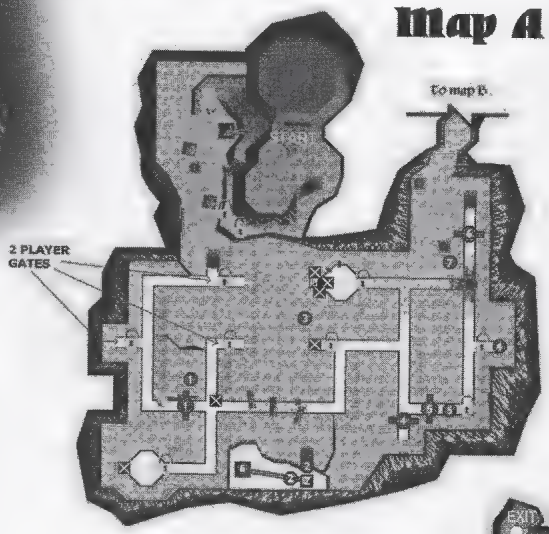
When Skorne is defeated (for now, that is) he will retreat to the Underworld and leave behind his Gauntlets, Mask, and Horns. When you pick them up, you'll be whisked back to the Tower.



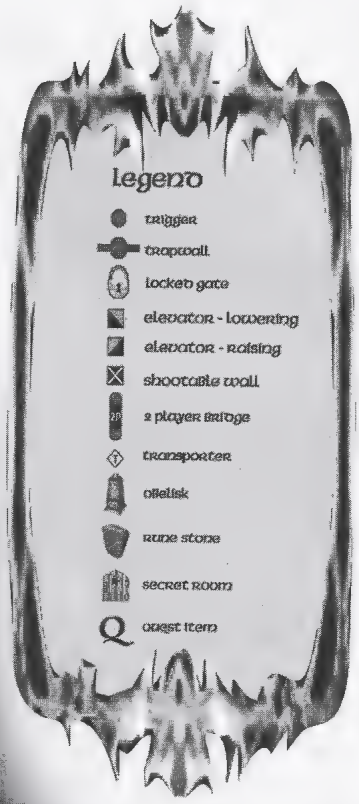
There's nowhere to hide and pieces of the floor here.

The Battle Trenches

Map A



Map B



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: Yes

Enemies

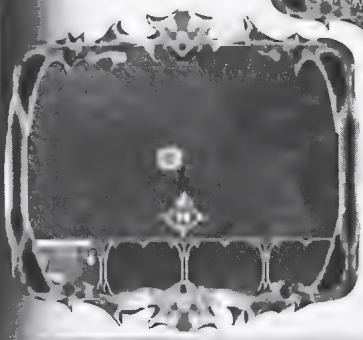
- Bombers
- Bowmen
- Hell Hounds
- Kamikazes
- Skeletons
- Wood Golem

Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Fire Amulet
- Halo
- Levitate
- Phoenix
- Reflect Shot (PSX: Time Stop)
- Shrink Enemies (N64 only)

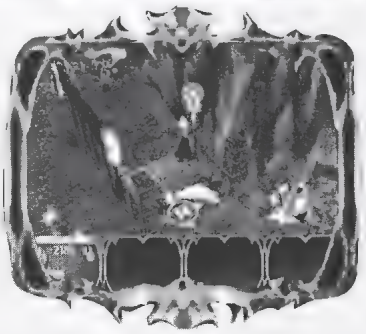
Walkthrough

Enter the Battlefield World to access the first Battlefield Stage.

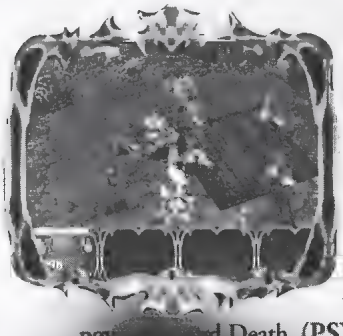


Search the immediate area for two barrels—one has a scroll, the other a key. Descend the steep slope to the east.

> **Scroll**
>
> *After these trenches are the siege towers where your salvation and Skorne's bane await.*

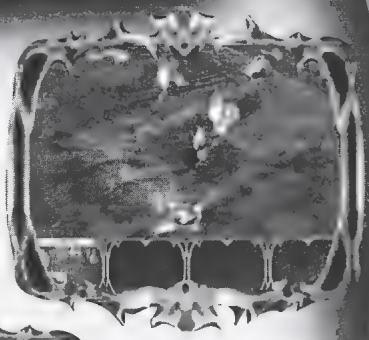


On your way, grab a key out of a barrel and pass through a pair of locked doors. (PSX: Grab the pile of gold.) After the second door, deal with a tight clutch of Skeletons, including a nasty Bomber. (PSX: Climb the tower to the left to detroy a Bowman and grab a potion.) At the bottom of the trail, open a chest for some food.

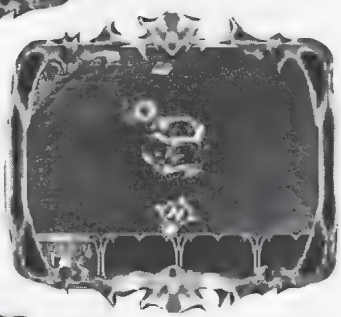


Scour the area to the south. You should attend immediately to the generator; if you try to fight the monsters instead of the generator, you'll be quickly overwhelmed. A diligent search of the area above the trenches reveals: three keys, a 3-Way Shot pow[illegible]d Death. (PSX: Grab any Gold you see.)

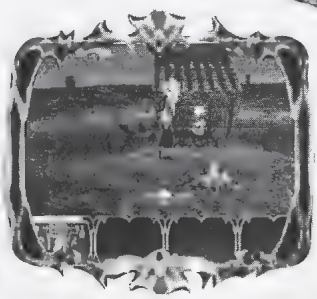
From the surface, eliminate the two prolific Skeleton generators near the entrance to the trenches. Turn west and then south.



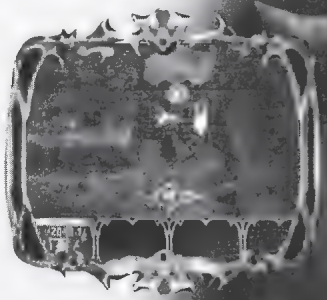
After a long run, go right where the trail is blocked—a rock mound allows you to climb out of the trench to the north.



Focus on the Skeleton generator and locate a switch (1) that opens the blockage in the trench. (PSX: Grab a key while you're there.)



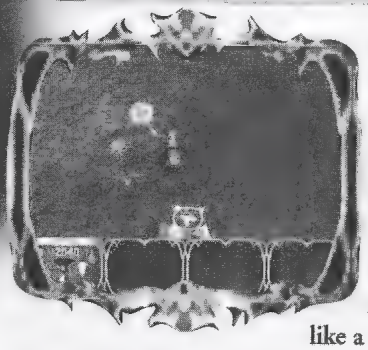
Go east to a four-way intersection (break away one of the corners for a Reflect Shot (PSX: Time Stop) power-up). Detour north (left) to the dead-end to clean out a Skeleton generator (PSX: Open the door next to you and grab what you see), then turn south and west to a locked door. Open the door and blast the back wall to reveal a Fire Amulet power-up. (PSX: There is also a chest with food and 2 keys.)



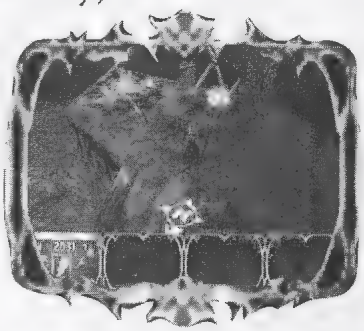
Retrace your steps back to the four-way intersection and bear east. Turn left and then left again to open a locked door. Grab the scroll on your way in. Shoot out the rock that someone's rolled to block the entrance and be prepared for slaughter. As always, focus on the generator; Invisibility and Timestop may be the only way to handle the crowd in this area.

Scroll

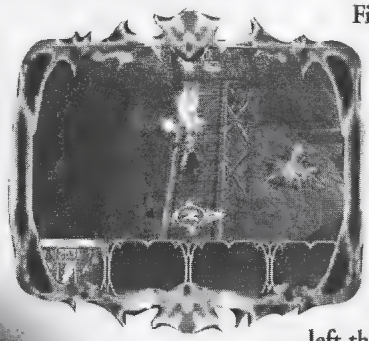
Climb a nearby tower to see a way through.



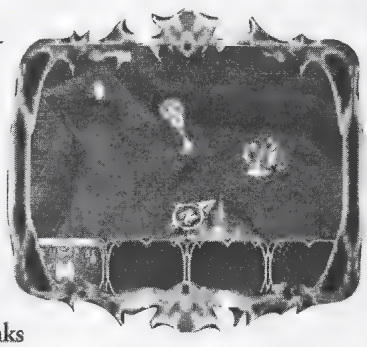
Awaken and destroy a Wood Golem in the middle of the area, but only after you've cleared out the Bomber and all other immediate threats. In its sleeping position, it looks like a tree stump. Pick up a chest of gold and press a switch (3) to open a door elsewhere in the Stage. A bit of food waits on a dead-end plank. (PSX: Grab a Key.)



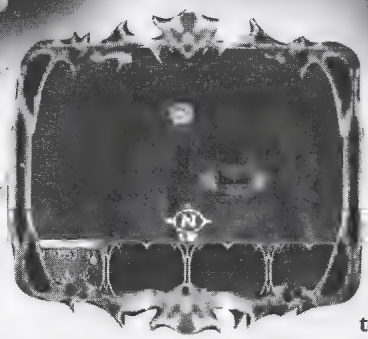
Cross the plank leading south and fumigate for generators. Grab a chest of gold in the west and climb the ramp to a tower. Summon the lift with the switch (2) and ride to the top.



Fire immediately at the Kamikaze and walk over the bridge to another tower. Press the switch (6) here to open a passage near the end of Map A. Descend the elevator and return to where you left the trenches.

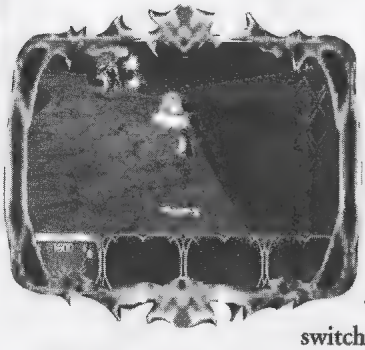


March east and turn north to a T-intersection. Turn west to a locked door. Kick it open and claim a Shrink Enemies (N64 only) power-up hidden in the wall—you may have to whack away some of the remaining planks over it. A barrel in the center of the room and one just outside the door hold keys.



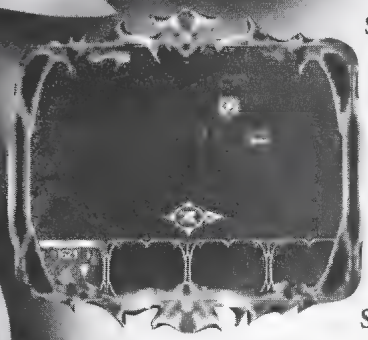
Leave the room and continue east. Turn south at the T-intersection (with the broken floor). Enter the first locked door you see, slay the inhabitants and press the switch (4) to partially liberate a power-up. Continue south and turn west to open another unlocked door—grab a key and press a switch (5) to lower the barrier ahead. Turn south to open a now-available chest with a Phoenix power-up.

Retrace your steps to the broken floor intersection. Continue north as the trench ramps up to the surface. Clear out the region southeast of the ramp to find a key and a switch (7) that opens a door on Map B. Proceed north to Map B. (PSX: Get some food and gold. Find the portal to Map B.)



Along the path north, take out any enemies and head for the trenches. Grab a Levitate power-up west of the ramp. Turn east as you enter the trench. Do not go west and around to switch 10—you want the barrier it controls to stay right where it is.

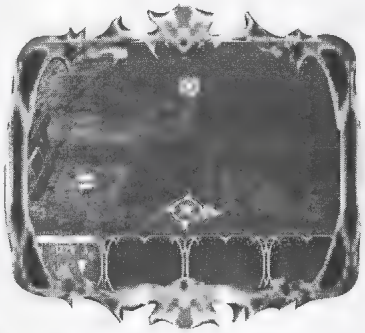
Turn north and go east at barrier 12. Turn north at the T-intersection (the stuff to the south is designed for multiple players). Leave the trenches via a mound to your left. Press switch 11 and cross the plank to switch 12 to the w



Step on switch 12 and look around this L-shaped area for two barrels of gold, Death, and a lot of keys. At the northwest edge of this area, you will see the entrance to the Secret Stage on the other side of the fence. Step on the switch (16) to allow yourself access to it later.

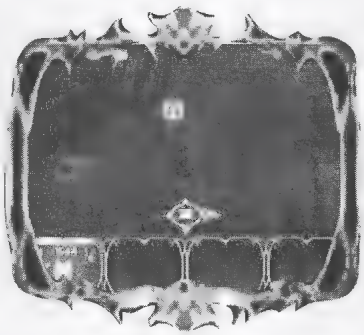
If you'd rather just go back to the Tower, make the long but breathtaking climb to the exit portal.

ead to the southern g of this area to oss on top of barri- 10. Find a chest of ood and a switch 14) that raises nother barrier.



Return to the eastern section where you last left the trenches. Go north and then west. Go north at the first intersection and follow the trench to a locked door. Exterminate the inhabitants and punch through the wall opposite the door for a switch (15) that gets you out of here. (PSX: Grab any food you see.)

Return to the westbound trench and pass through the lowered barrier 15. Turn south as the path rises to find the entrance to the Secret Stage. Hop into it for a bonus Secret Hero.



Secret Stage: The Shadow Maze

N64 PSX

Legend
- START
- PATH
- X END

SUMNER TIGRESS

SECRET LEVEL

Goals

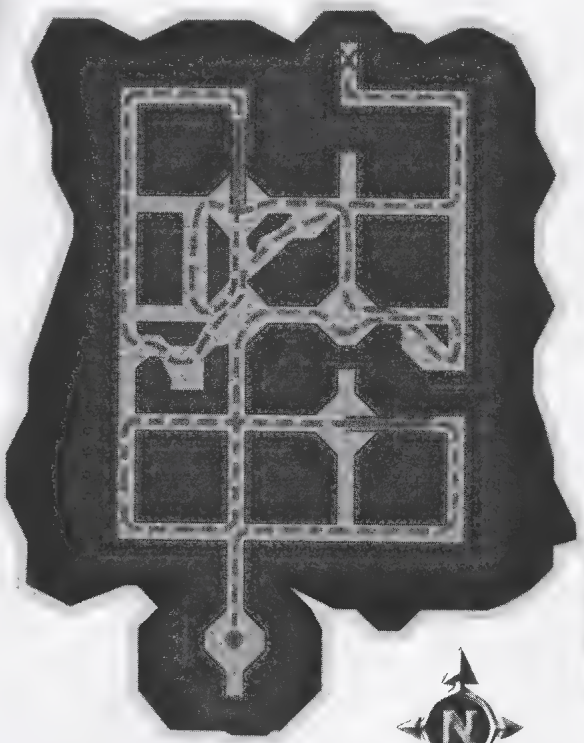
- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

Enemies

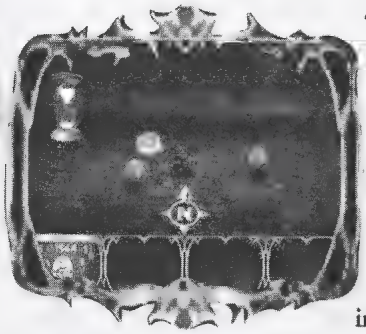
- None

Power-Ups

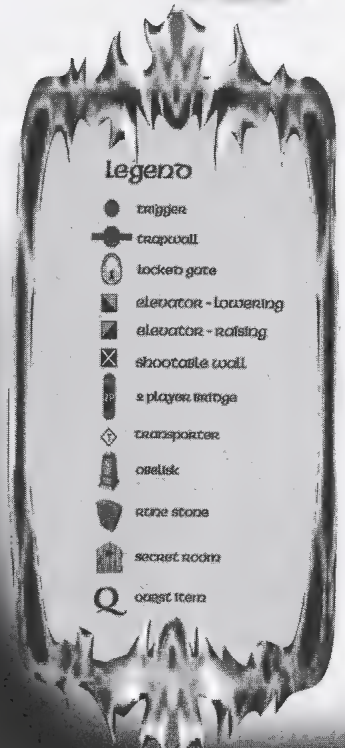
- Sumner Tokens



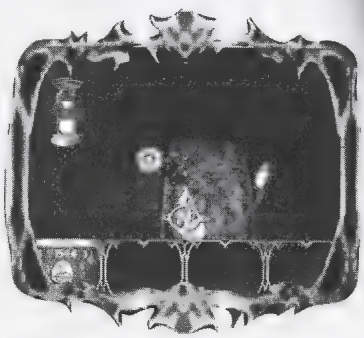
Walkthrough



The tokens in the Shadow Maze are more widely spaced than in other secret levels. It is, therefore, a bit harder to collect them in the limited time. Just follow the trail indicated on the map and you'll be fine.



If you get lost, look for one of these two bridges as landmarks.



The darkness makes it very difficult to see if you're heading for a dead end or an open passage.

The Fortified Towers

Goals

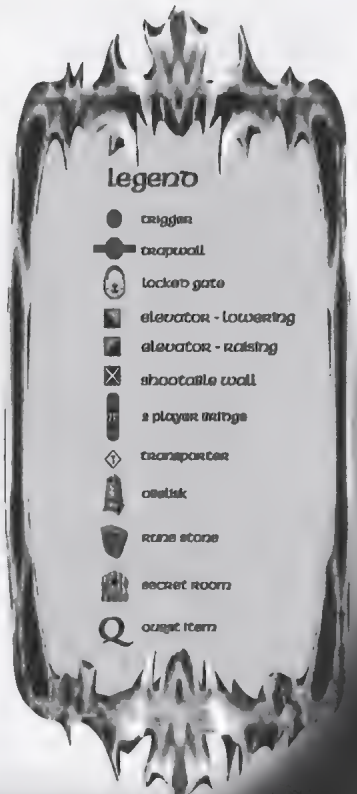
- Obelisk: No
- Rune Stone: No
- Legend Item: Yes
- Secret Level Access: No

Enemies

- Bombers
- Bowmen
- Hell Hounds
- Kamikazes
- Skeletons
- Wood Golems

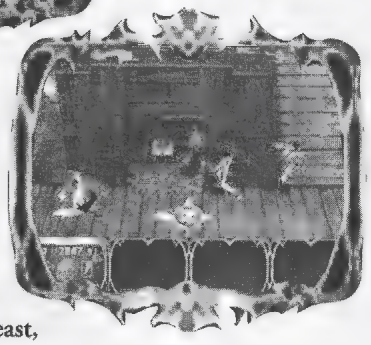
Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- Fire Breath
- Invisibility
- Invulnerability (Silver)
- Rapid Fire
- Reflect Shield (PSX: Fire Shield)

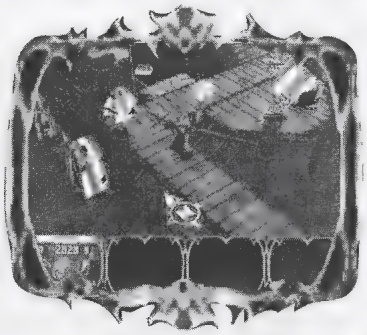


Walkthrough

Enter the Battlefield World to access the next Stage.

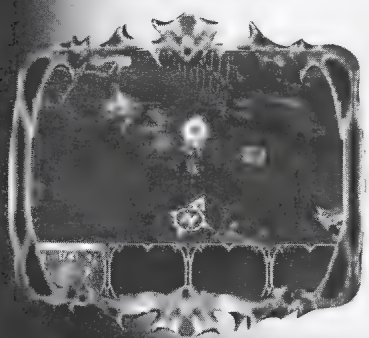


Descend the ramp to Tower B (see map inset). Through the slats behind the spike bed, you can see a switch. Bang on the wood to access switch 1. Go south and turn east, north, and then east to pass through lowered gate 1.

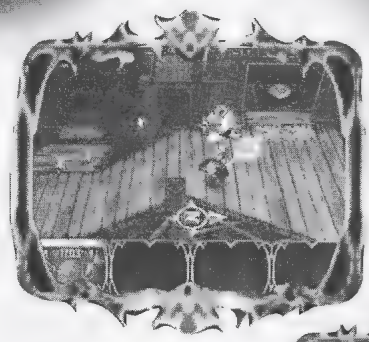


From gate 1, turn north and again cut open a breakaway wall to find switch 2. Time the spikes and press the switch. Return to gate 1 and go east to pass through gate 2.

From gate 2, you are facing Tower A (see map inset). Follow the walkway around the tower and proceed to the ground. South of the ramp is switch 3. Press it and turn east to walk over the platform it causes to rise.

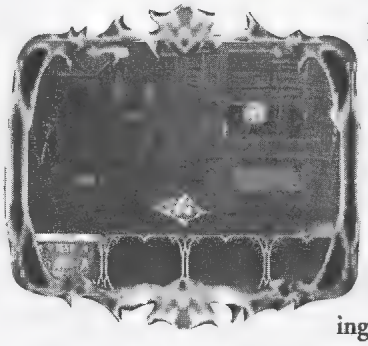


Past a chain of explosive barrels, you can spy a switch (4) next to a Skeleton generator. Press it and collect a magic potion from a chest and a key from one of the barrels.

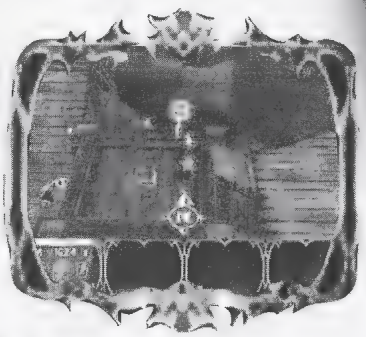


Go back up the ramp on Tower B. The side of the tower is now open, exposing a switch (5). Return to the ground and see if something's different.

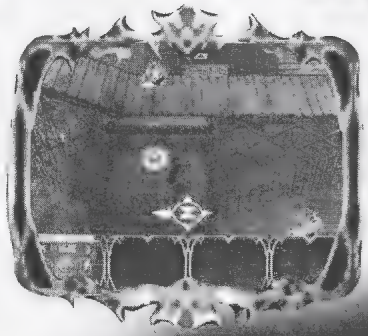
Clear out the floor level and go hunting for a barrel of Rapid Fire and a chest of Death. Pressing switch 5 has exposed another switch (6). Press it to reveal the next switch (7).



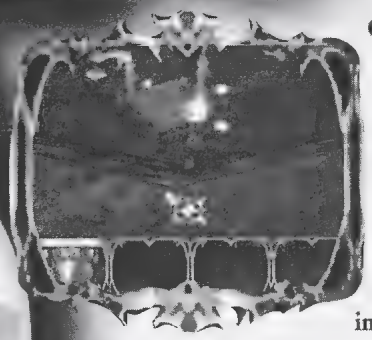
Pressing switch 7 lowers a platform nearby, but nothing seems to come of it. Break open a box near the descended platform to find the next switch (8). Tap it to lift a wall, exposing switch 9. Press it.



Return to Tower B to find that the roof (9) has risen. A Bowman stands next to a switch (10).



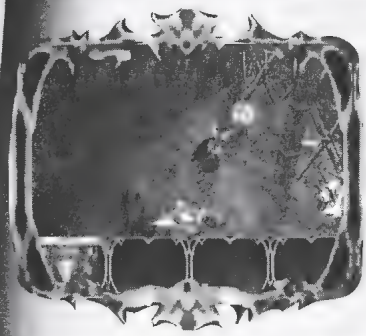
Step on switch 10 to activate an elevator to the west. Jog down to it and take a ride to ground level.



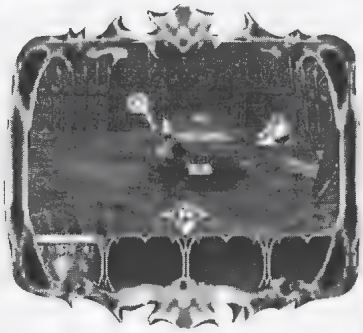
On the ground, a barrel holds a scroll. Down in a deep pit to the west, shoot the debris to find a switch (11). This trigger raises the Legend Item, Soul Saviour, back in Tower A, but we'll get to that in a minute.

Scroll

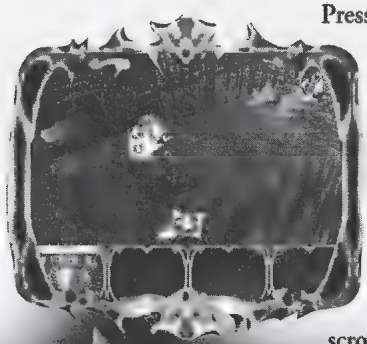
Accessing the nearby tower requires you to break a wall that covers a hidden place.



Trek to the northeast to a wooden tower with a switch (12) inside it. Slash at the base to get to the switch. This lowers the base of switch 13 to the ground.



Press switch 13 to raise a wall and expose the next switch (14).



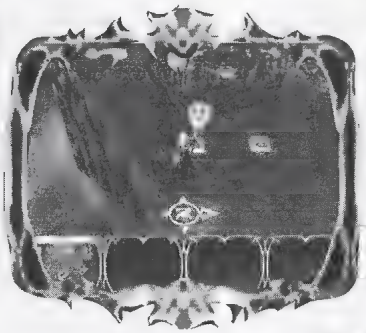
Press switch 14 and march northeast to find a switch (15) in the base of yet another tower. Press it and a barrier lifts somewhere further on in your journey. A neighboring barrel holds a key and a scroll provides guidance.

Scroll

Open all Siege Tower doors to find your way.

Go back to Tower A to find that the Soul Savior has ascended into reach. Shove it in your very heavy bag and head west and north to door 15. A tower on the way has a key on top.

Pass through door 15 and go north. Don't press the switch (19) near the bridge unless you want to—it releases a Wood Golem, but there's no requirement that you fight it.

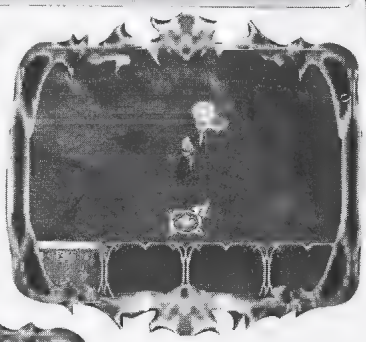


Instead, go west and release the other Golem by pressing any of the switches (all are 16) outside his pen.

Once he's finished, enter his pen and press the switch on the left (25). There's a scroll close by.

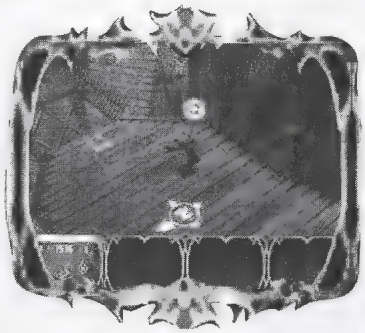
Scroll

Is the Soul Savior with you? It should be by now. You'll need it in the Underworld.



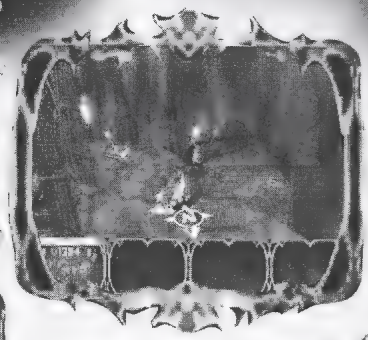
Shoot at the wall north of the Golem pen to reveal a switch (17). Press it and it will help you get to switch 18. (PSX: Go back up the ramp to go to Map B and the portal.)

N64 Only: Fire at the wall between the spike beds to reveal a hidden place. If you've pressed switch 17, switch 18 and a barrel of food will have risen here. Press it for access to a later switch. Whether or not you've chosen to press switch 19 and fight the other Golem, get the barrel of gold near him before returning to the wooden walkway and heading east.



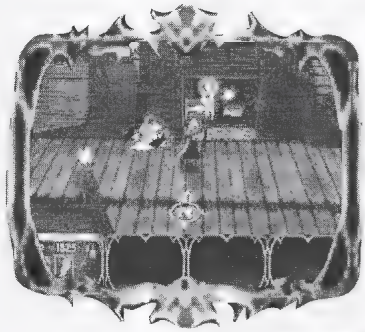
N64 Only: Just before the lift on the walkway, turn to face the wall and fire to open a hidden spot. Inside, a chest holds a Fire Breath power-up. Step on a switch (20) to summon the elevator.

Ride the elevator down and proceed to the next elevator. (Begin PSX again.) Before pressing the switch (21) to call it, open a hole in the wall to the west. Inside, another switch (22) is hidden.

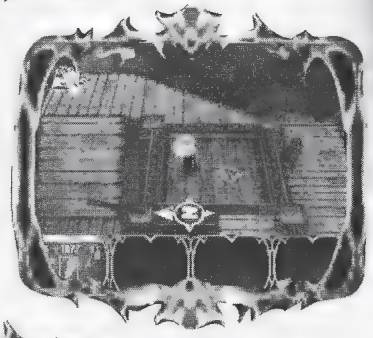


Press switch 22 and a platform arises nearby with a switch (23) and a key—press the switch, take the key, and ride the elevator up.

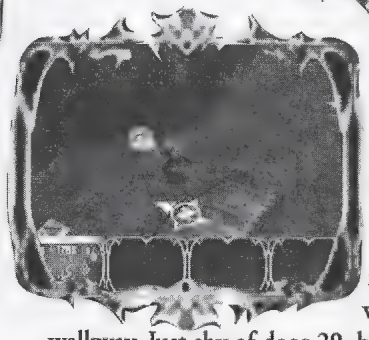
Run towards the open door in the base of the next tower to grind your heel into switch 26.



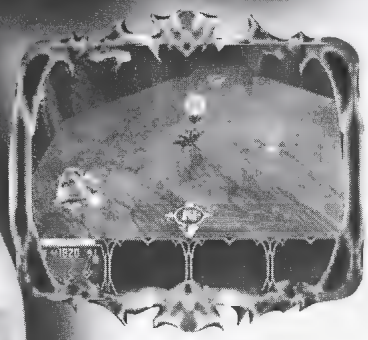
Climb the tower and shoot out the southern side for a switch (24) and a chest of meat. Don't forget to crack open the nearby chest for a Silver Invulnerability power-up.



Climb to the top of the tower and batter the Bomber for access to a switch (27).

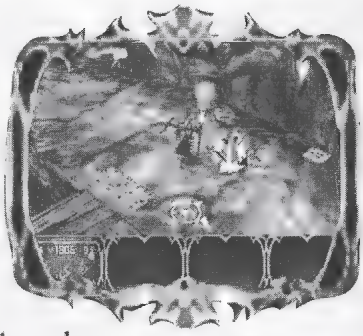


Descend to the ground and press a switch (28) to open the way to the final part of the stage. The door that drops to clear the way has a switch (29) built right into it. Press it and venture onto the narrow walkway. Just shy of door 29, break open a barrel for a Reflect Shield (PSX: Fire Shield) power-up. Inside the door, a barrel holds food.



Turn a big corner and pound the wall to find switch (30) (assuming you found switch 18). Only hit this switch if you want to release one of the Golems near the end of the stage.

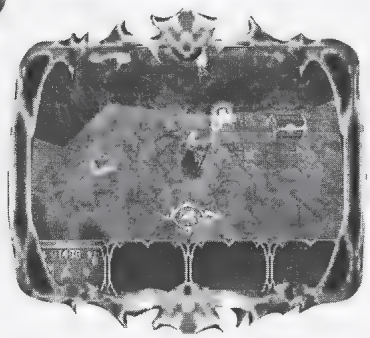
Head north to extract some gold from a barrel. Work your way south and (for now) pass by a ramp. Pick up a scroll for some very poetic advice. You can either slip by the cages to avoid fighting the Golems or set them free and have at it.



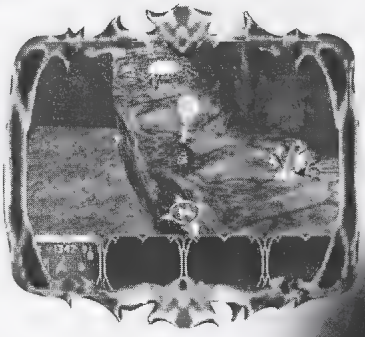
s you come to a ooden bridge leading ast, shoot at the wall o the west to unveil a witch (31). This, in urn, causes the giant tone head next to you o rise and reveal switch (32). Venture over the wood bridge. (PSX: The Switch (31) is on the ground. Shoot the wall to find some food. There is no giant head.)

Scroll

Release the Golems like a clumsy fool, or sneak quietly by and keep your cool.



In either event, your goal is the switch (34) at the far south end of the area. When you've hit it, go back to and scale the ramp to the west.



Clear the way to the exit portal and dive in.

The Infernal Fortress

Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Level Access: No

Enemies

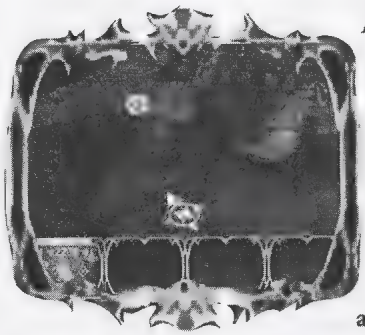
- Bombers
- Bowmen
- Hell Hounds
- Kamikazes
- Skeletons
- Wood Golems

Power-Ups

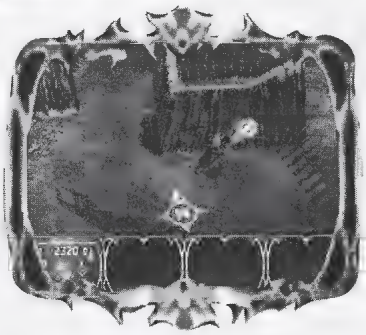
- Food
- Magic Potions
- Gold
- Keys
- Scrolls
- 3-Way Shot
- Levitate
- Light Amulet
- Thunder Hammer

Walkthrough

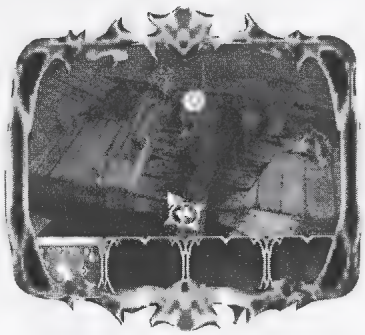
Enter the Battlefield World to access the final Stage.



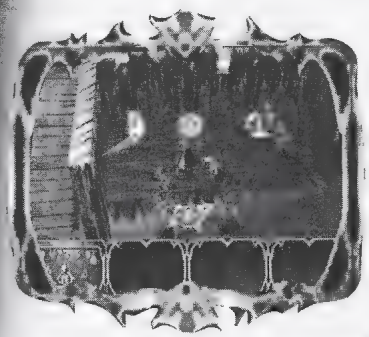
Amble down the boardwalk in the southwest and climb the high tower to a locked door. Two barrels here hold food, a key, and a switch (2). This opens a door (2) easing your access to the area around the fortress.



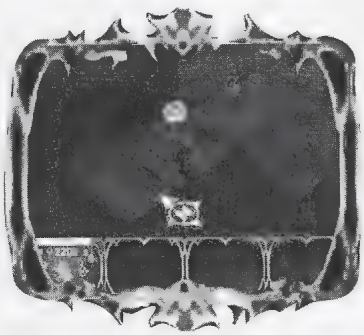
tart driving east and limb the wooden ower to eliminate a Bomber. (PSX: Be careful of the Kamikazi.) Continue around and north then fire at the southern wall of a fenced-in area. Inside, find a key.



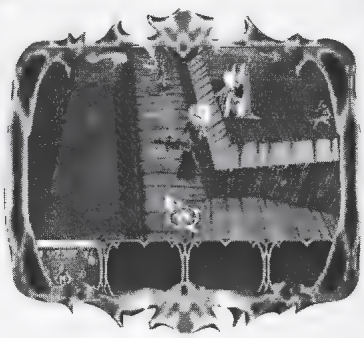
Go back down the ramp and go up a burning timber to the area between the boardwalks. Walk down a plank to the southwestern boardwalk.



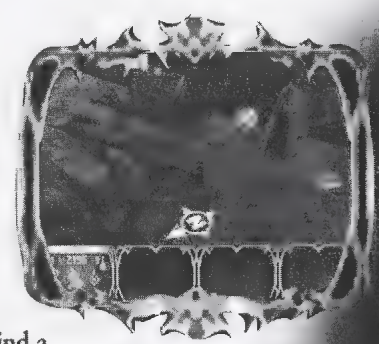
Go into the area full of boxes and clear out the inhabitants. There's a barrel with a key in here.



Walk to the western end of the boardwalk and shatter a barrel for a key and a switch (3).



Climb the ramp to the south and go around the catwalk to find a switch (1). Come back down to the floor and exit west through door 1.

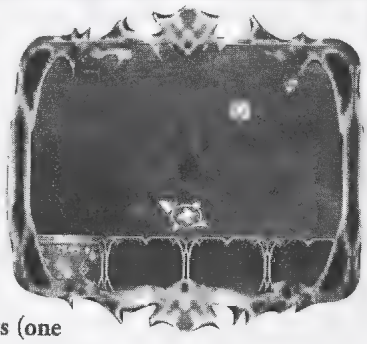


Traverse the north-eastern boardwalk and follow the path to the northwest, through a locked door and down a switchback to a wooden plank bridge. Here you'll find a switch (4) and a scroll.

Scroll

This trigger opens the fort but it doesn't mean you can proceed.

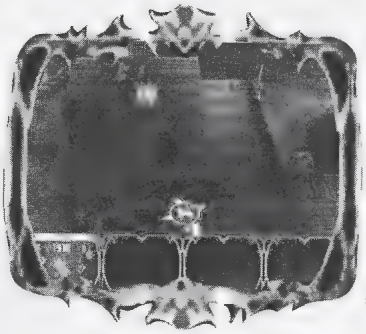
When you reach a wooden platform, press the switch (7) and take the elevator down a floor for some shopping. Poke around for barrels containing a Levitation power-up, a scroll, and a key. Return to the wood platform.



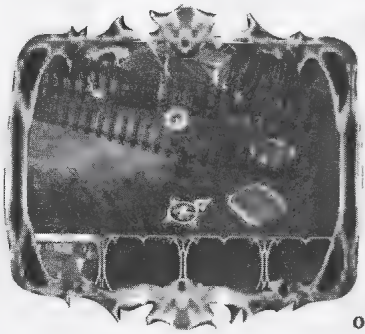
Go through door (4) and scour the northern storage area. Be sure to knock out the breakaway boxes to make ramps to the box piles. Also, fire into the northwestern wall in three places to open nooks with chests (one is empty, the others boast a 3-Way Shot power-up and a magic potion). Gold and keys abound, especially on top of the boxes.

Scroll

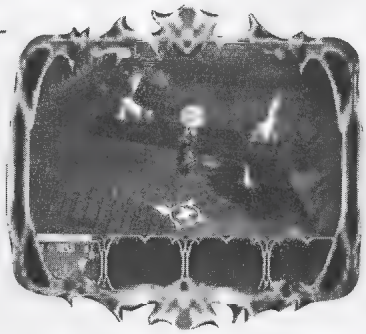
The thirteenth Rune Stone is here. You must be transported along the way and back.



Roar through door (3) into the southern portion of the storage area. Shoot out breakaway boxes to get atop the box piles. Go south to find a maze leading into the heart of the fort.

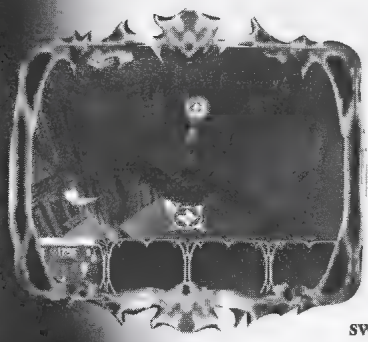


Head north and then northeast and go through a transporter. Follow the path southeast and due south, through a locked door, to an elevator (8). Press the switch (8) and descend onto a run of boxes.



In the maze, you awaken a Wood Golem. Use the fencing and spike traps of the maze to chip away at the creature's health; you need all the help you can get in these tight confines.

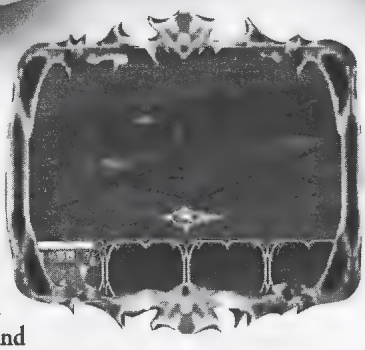
Follow the ledge until it ends at a transporter and a switch (9). Hit the switch (that raises a ramp on the other side of this area) first and transport to a ledge just below you.



At the southeast corner of the map, press a switch (5) to call an elevator. (PSX: Be sure to pick up 2 keys and a time stop.) As you arrive upstairs, search the area to the east for a key in a barrel and a switch (6) that opens the way ahead.

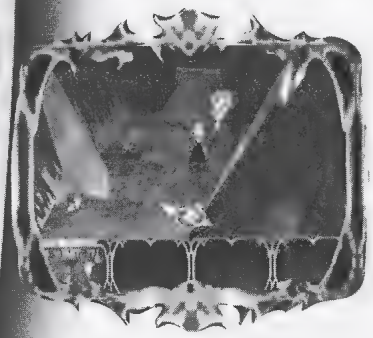
Scroll

One leads to two; two to the next. All of these spots link with the rest.

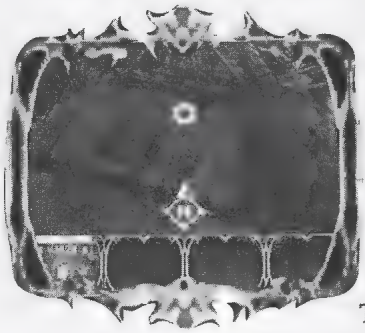


...a scroll in a barrel and search for a transporter on the floor. It will whisk you to a passage under the way you came in. At the end is the all-important switch (10) that summons the final Rune Stone. Punch it and return through the transporter.

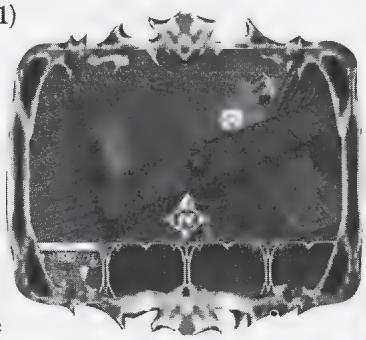
Each of these doors conceals a switch and a room; many have objects. Start with the only switch (12) available. Room (12) contains a Death Statue and switch (13). Room (13) houses a chest with a Light Amulet power-up and switch (14). Room (14) sports only switch (15). Room (15) features a chest of gold and switch (16). Room (16) boasts switch (17).



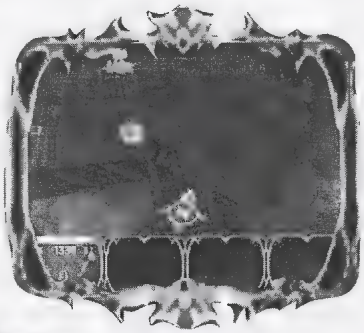
Climb the wood ramp at (9) and veer northeast to what looks like a barren wall (10). Punch through the wall to find the most coveted Rune Stone of all. Take the key from the barrel while you're here.



Turn the corner to see the wood platform raised by switch (17). Step on the next switch (18) to open room (18) on the northwestern wall. Room (18) has switch (19). Room (19) has switch (20). Happily, Room (20) contains the coveted Thunder Hammer power-up.

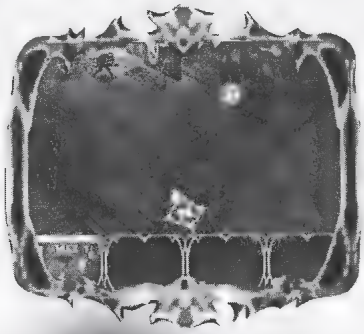


Go to the lift switch (11) southeast of the Rune Stone and trigger it. Hop aboard and ride up the wall. A key in a barrel waits at the end. Walk to the third bridge (the other two will break if you step on them) and cross to the northeast. Note the food on the second bridge.



Hit the switch (21) for the elevator and ride down to the floor. There's a big gold pile on the boxes, but you must find the breakaway box that forms the ramp up to it.

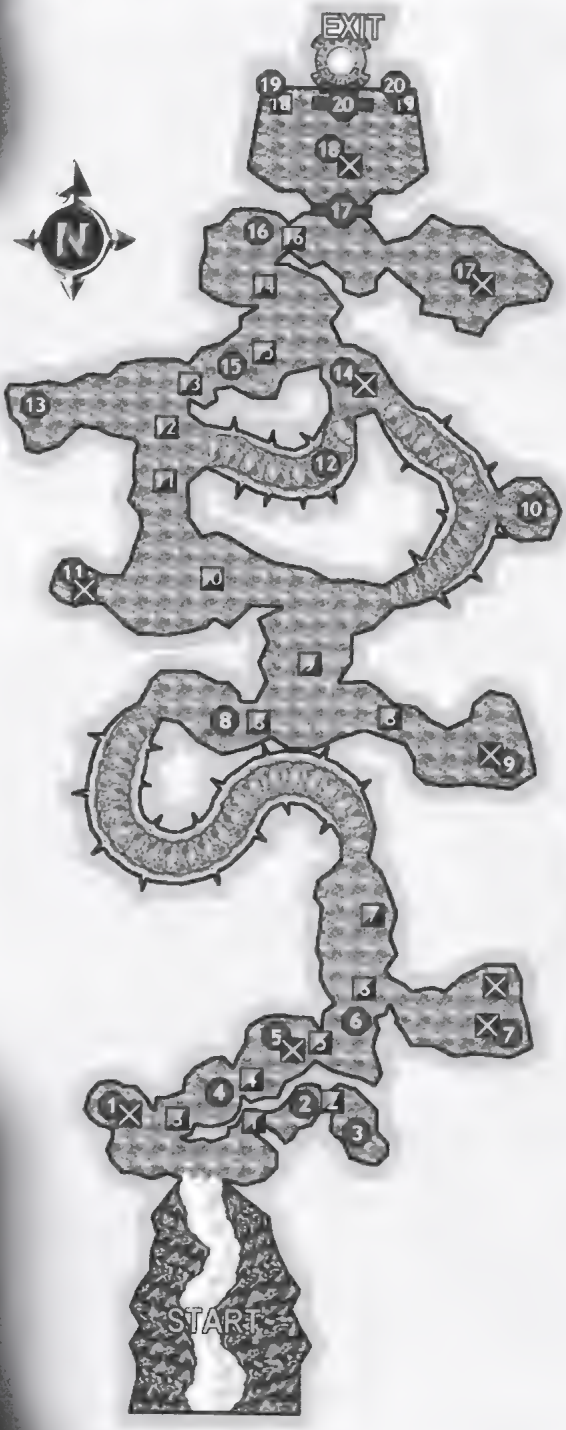
Enter through the locked door and climb the ramp to a wooden walkway. Stroll casually past door (22) that blocks you from the exit portal...for the moment.

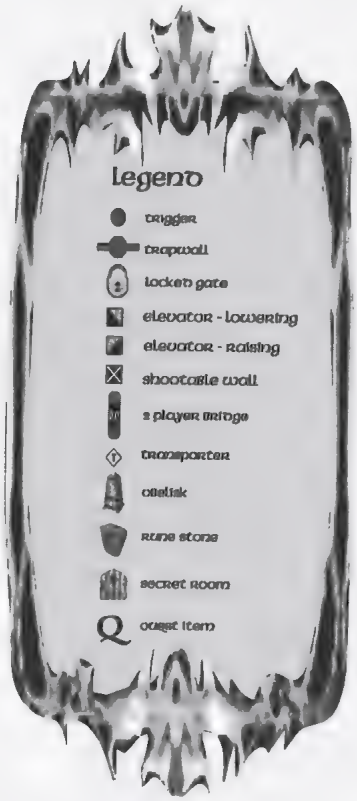


Follow the walkway to a ledge with many doors. Clear out the opposition first so you can explore undisturbed.

Continue around, over a wood plank, and fight the Bomber to activate a switch (22) at the end of the walltop. Backtrack and you'll find the way open. Go through the door (22) to the exit portal and pick up a chest of gold (PSX: Invisibility Power-up) on your way out.

Gates of the Underworld





Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

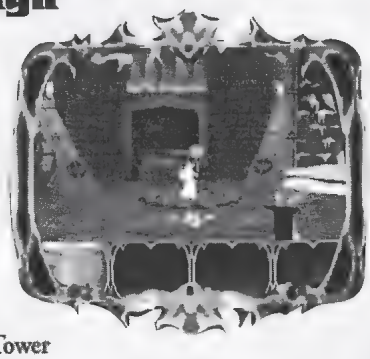
Enemies

- Demons
- Magma Golem
- Undead Knights
- Zombies

Power-Ups

- Food
- Magic Potions
- Gold
- Keys
- 5-Way Shot
- Fire Amulet
- Fire Breath
- Player Growth
- Supershot
- Timestop

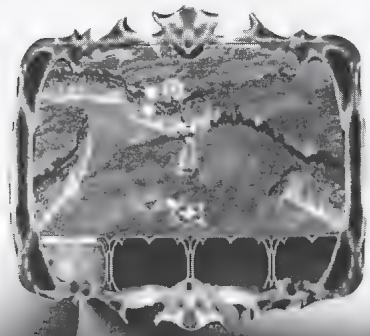
Walkthrough



With all 13 Rune Stones in place on the Tower floor, Skorne's realm is open to you. You have to fight through the outskirts of the Underworld for the right to face Skorne. Note that you will not return to this Tower before facing Skorne, so stock up on anything you need. There is no tomorrow. You won't need any keys, but there's no food to be found in the Underworld.

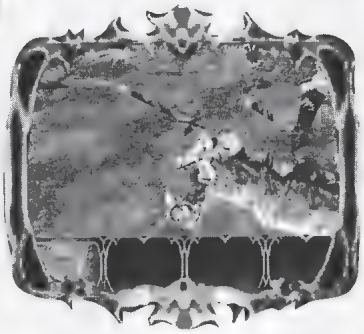
Before venturing into the lava flow, dive briefly south to pick up a magic potion.

Play this one much like the Cathedral; consider nothing but the generators. On this map, that's easier than usual since most of the land is divided until you press the appropriate switches. Thus, you have plenty of protection you can use while sniping at generators. Once you clear the first landmass and the ones adjacent to it, go northwest to press switch 1 (under a breakaway rock).

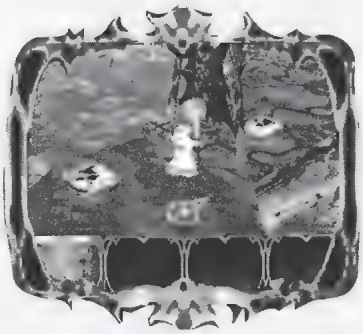


Move over the series of islands to the east, pressing switches 2 and 3. Go back to the west and head northwest from switch 1 over bridge 3.

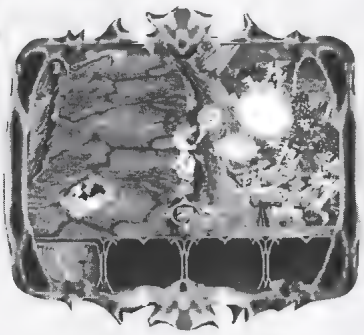
Near switch 4, pick up a Player Growth power-up. Move to switch 5 (covered by a rock) and absorb a Fire Amulet.



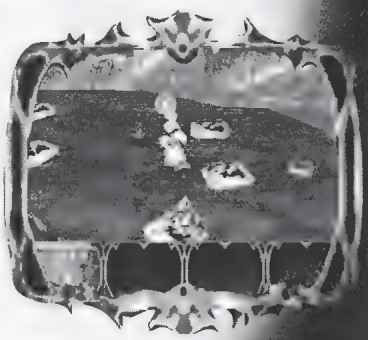
Take up position near switch 6 and fire to partially clear off the islands to the north and east. Press the switch and detour east to find the next switch (7) stashed under a rock.



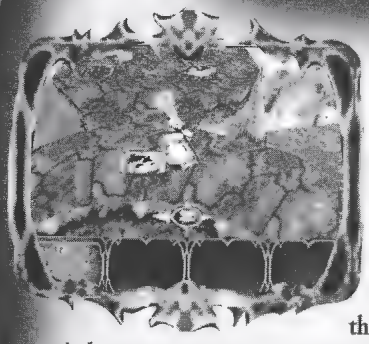
Return to switch 6 and go north to pick up a Supershot power-up. At the end of this landmass a bridge begins, marked by this banner.



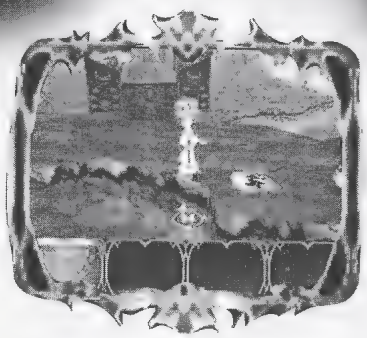
As you traverse this continuous, winding bridge, cleanse the adjacent landmasses of generators to save yourself some trouble later.



At the end of the bridge, press a switch (8) and pocket a Timestop power-up. You can't go north yet, so go east to find switch 9 (hidden under a rock).

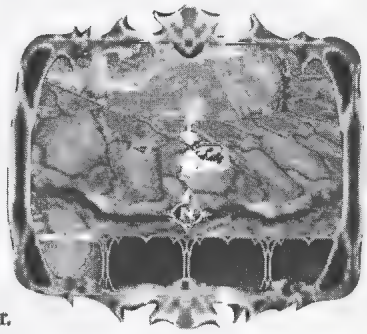


Return to platform 9. You cannot go northwest yet, so press on to the northeast along a bridge. For the moment, bypass the outlet to the east that contains switch 10 and go to the end of the bridge to clear the myriad generators on visible landmasses.

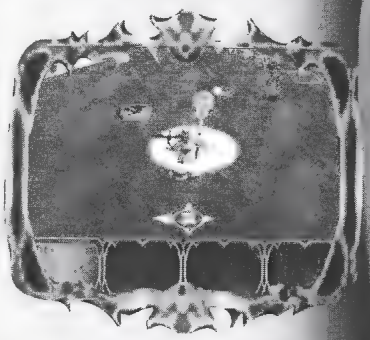


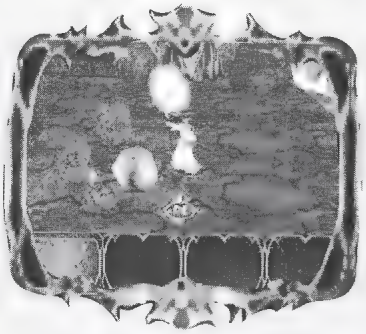
Pass by a large gate (17) to find a Fire Breath power-up.

When you can't see any other generators, press switch 14 and go forward only to clear out the area. **Don't press switch 16 yet!** Instead, turn southwest along a short, westbound bridge as far as switch 12—don't go any further. Return to switch 10, trigger it, and make a run to the west to platform 10.

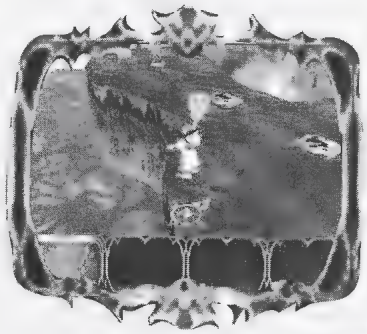


March east to find a switch (17) hidden beneath a rock. Come back to the large gate (17), now open.



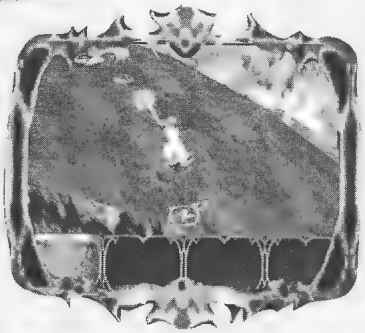


As you pass through door 17, a Magma Golem erupts to life. Fight him as usual (though it will take a bit more than you've previously experienced).

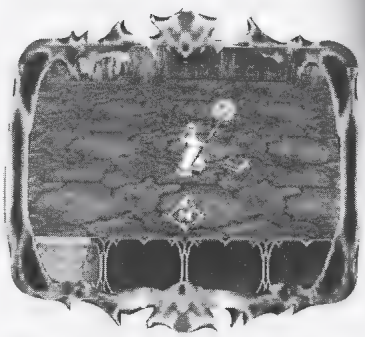


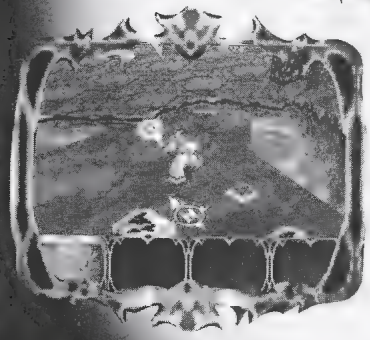
Sprint to the west of platform 10 to a small peninsula. Switch 11 is hidden under a rock. Press it and head north to get a 5-Way Shot power-up and cross platform 11.

Continue north. Find a switch (13) on a peninsula to the west. Cross platform 13 to the east and depress switch 15.

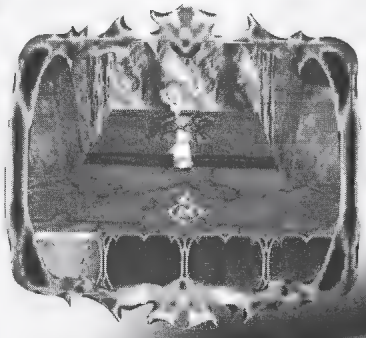


Shoot the large rock in the middle of the area to expose a switch (18). This exposes switch 19 to the northwest. Press it to reveal the next switch (20). Press it to open door 20.





Curl around to the northwest to find switch 16. Press it to cross the last gap in the earth.



Step into the portal to travel to Skorne's lair and the final battle of your quest.

World of Skorne

Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Level Access: No

Legend Item Needed

- Soul Savior

Enemies

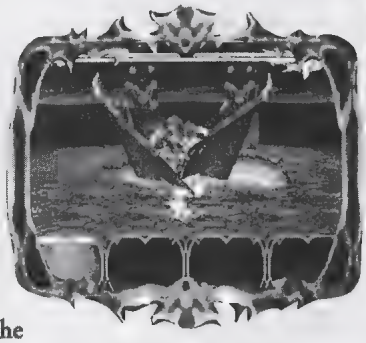
- Skorne

Power-Ups

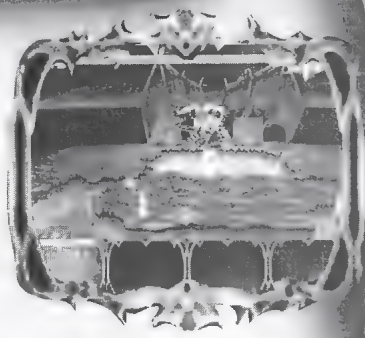
- None

Walkthrough

You arrive in Skorne's lair to find the mighty being at his most powerful. He is difficult to defeat thanks to his tremendous health and also the speed and power of his attacks—most of them are unavoidable.

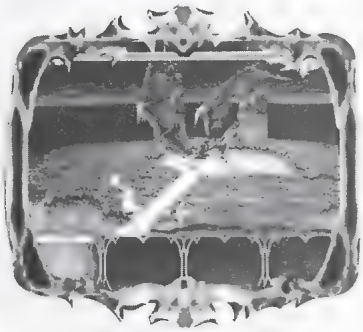


You stand slim chance of survival without the Soul Savior Legend Item; with it, damage from Skorne's attacks is reduced by 30 percent. Also, you are shielded from *all* damage one out of every five strikes and the damage reflects back to Skorne. Listen for the ricochet sound effect to know when Soul Savior has done its job.

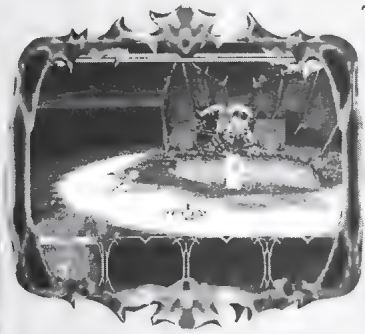


N64 Only: The ground here crumbles if you venture out into the area immediately in front of Skorne. The space you have to work with is, therefore, very small.

One of Skorne's staple attacks is the spray attack: He brings his wings together in front of him and sprays energy in a narrow bunch. When you see him wind up, run laterally to easily avoid this attack.



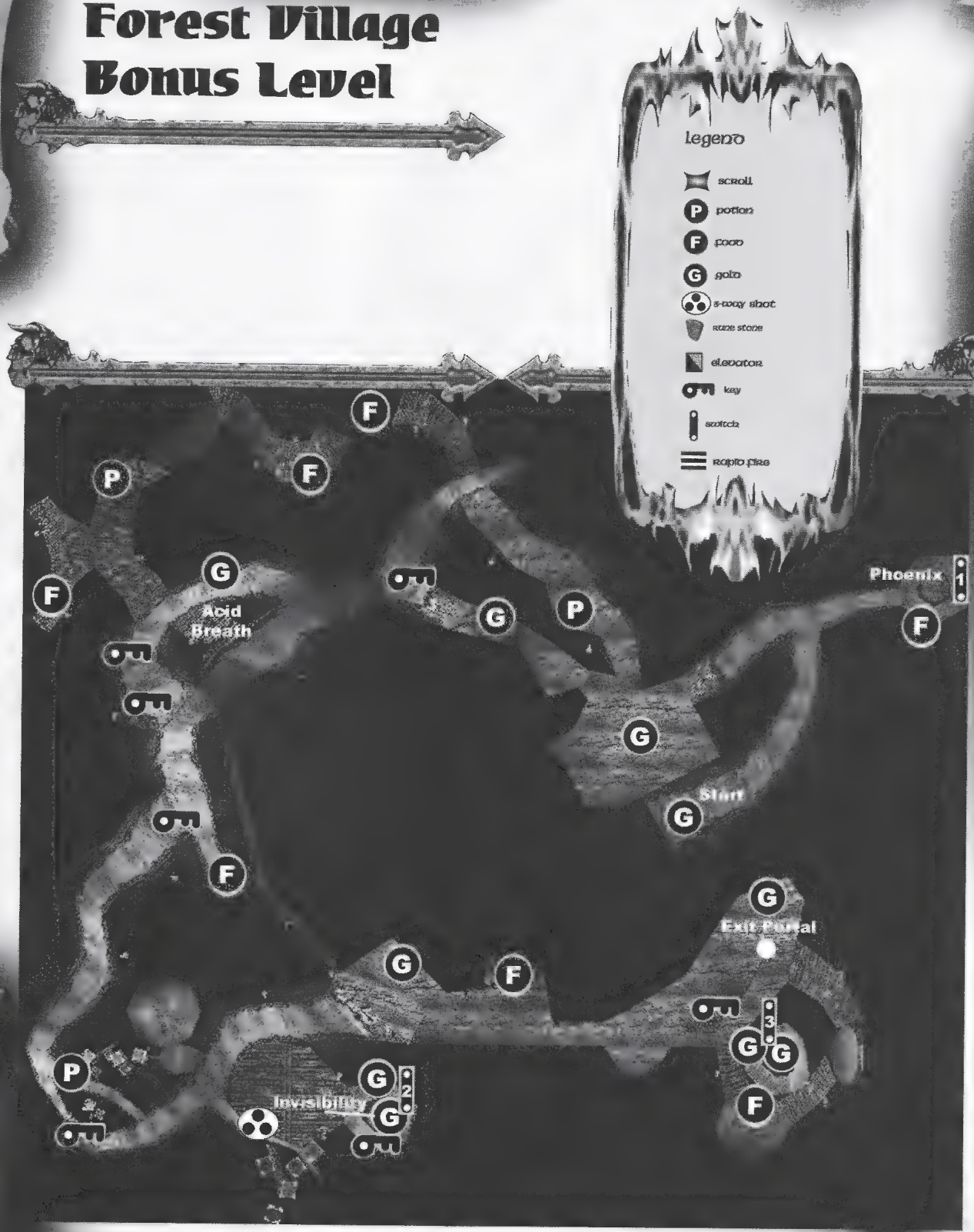
Skorne's breath is still bad, really bad. This attack comes faster than the spray, but has a telltale windup (he rears back with his arms flexed in front) and does not track you if you move after it begins.



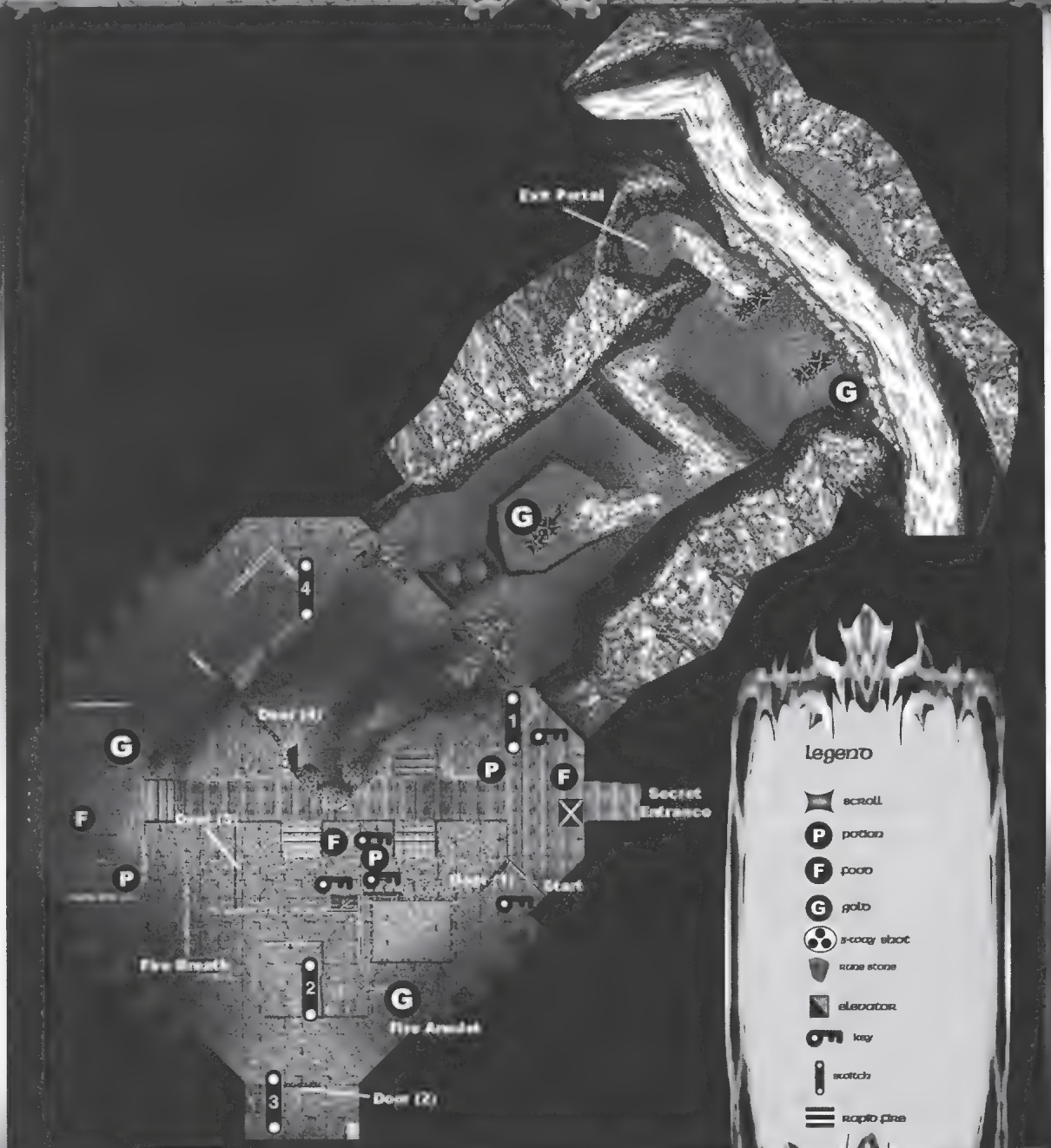
The shock wave is faster and more damaging than any you've seen so far. It cannot be outrun, so try to stay out of the medium range in which Skorne likes to use it. You'll know it's coming when Skorne spreads his arms.

If you come in close, expect Skorne to slap you down with a big clawed hand.

Forest Village Bonus Level



Castle Barracks Bonus Level

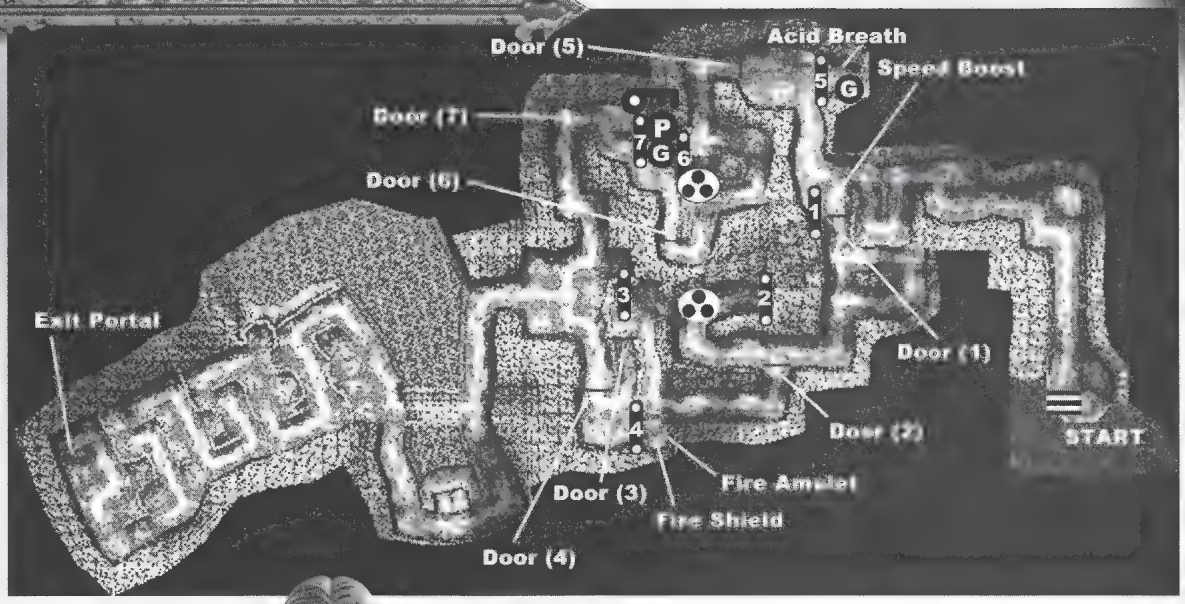


Desert Tombs Bonus Level

Legend

- scroll
- potion
- food
- gate
- 3-way shot
- rune stone
- elevator
- key
- switch
- napalm fire

Mountain Summit Bonus Level

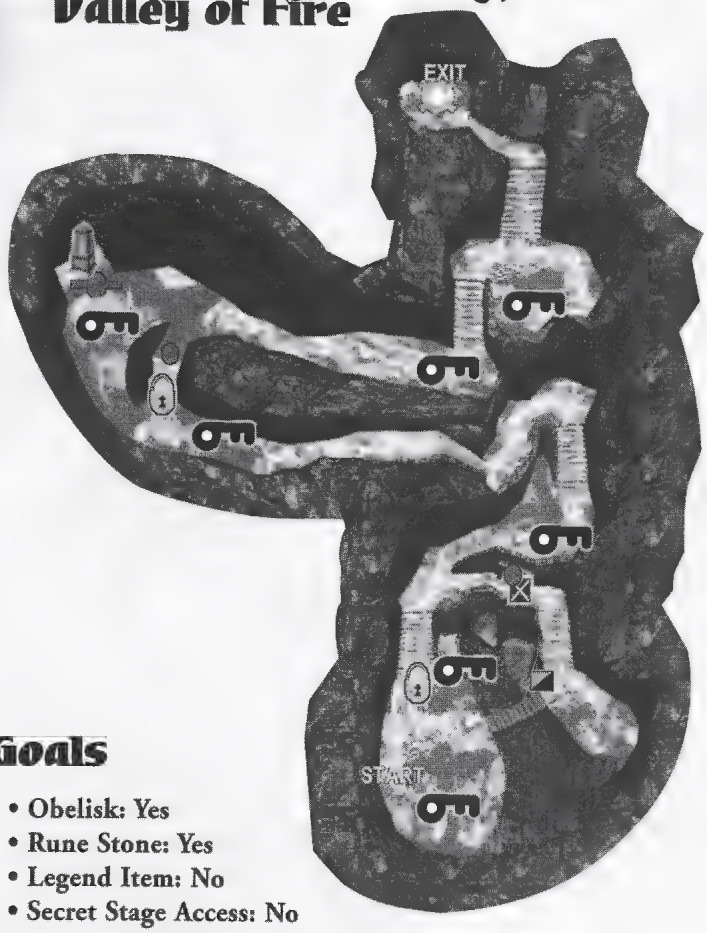


Legend

- scroll
- potion
- food
- gold
- scary shot
- rune stone
- elevator
- key
- switch
- rapid fire

Mountain Realm

Valley of Fire



Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

Enemies

- Trolls
- Bowmen
- Bombers

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Phoenix
- Speed Boost
- Rapid Fire

Dagger Peak

Goals

- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Trolls
- Bowmen
- Bombers
- Death
- Stone Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Player Growth
- X-Ray Glasses

Cliffs of Desolation

Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

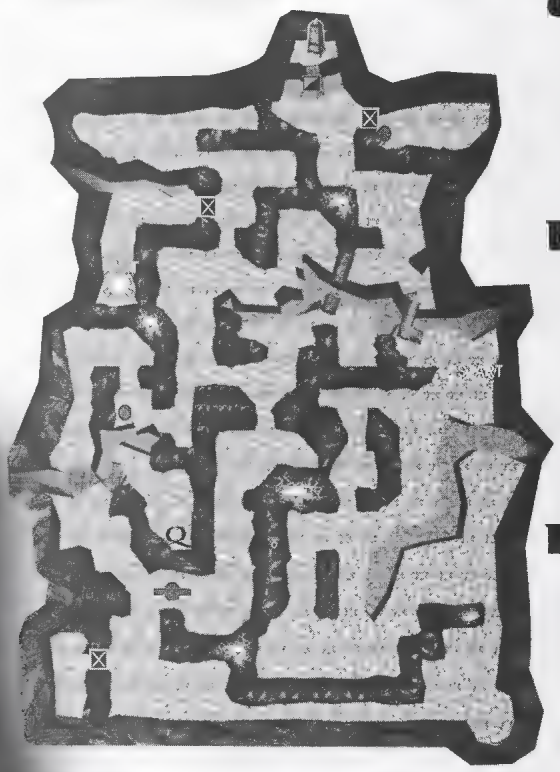
Enemies

- Trolls
- Scorpions
- Bowmen
- Bombers
- Kamikazes
- Death

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Invulnerability (Silver)
- Invisibility
- Fire Amulet
- Speed Boost

Lost Caves



Goals

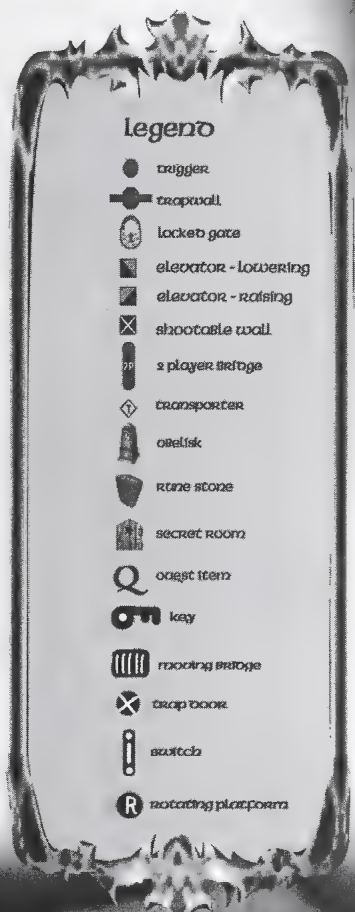
- Obelisk: Yes
- Rune Stone: No
- Legend Item: Yes
- Secret Stage Access: No

Enemies

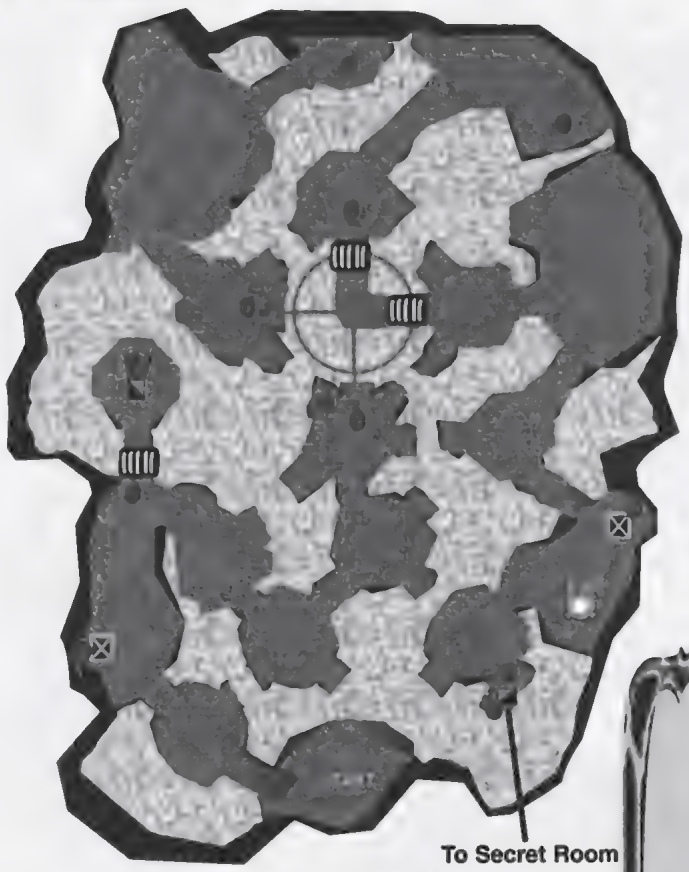
- Demons
- Scorpions
- Bowmen
- Bombers
- Kamikazes
- Death
- Stone Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 3-Way Shot
- Lightning Breath
- Reflective Shot



Volcanic Cavern



Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: Yes

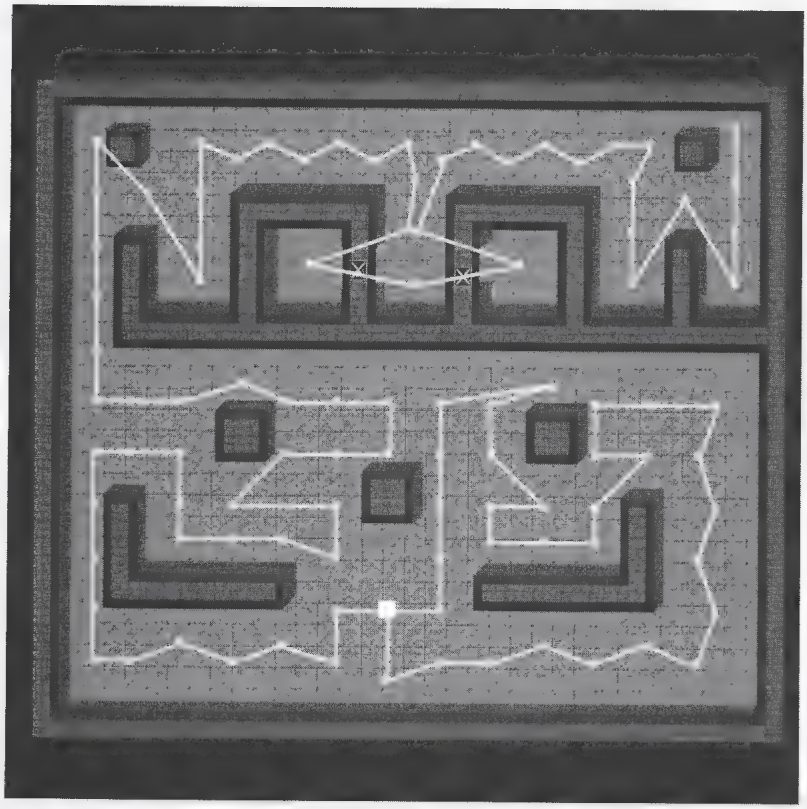
Enemies

- Demons
- Scorpions
- Bowmen
- Bombers
- Kamikazes
- Death
- Stone Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 3-Way Shot
- Electric Shield
- Halo
- Light Amulet

Secret Level: Gauntlet Treasure Room



BOSS BATTLE: DRAGON'S LAIR

Goal

- Slay the Dragon

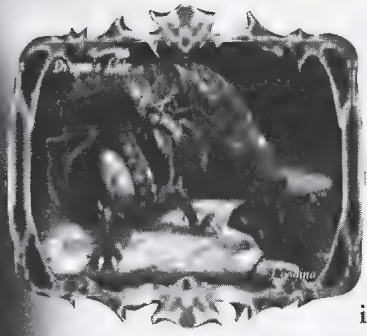
Enemy

- Dragon

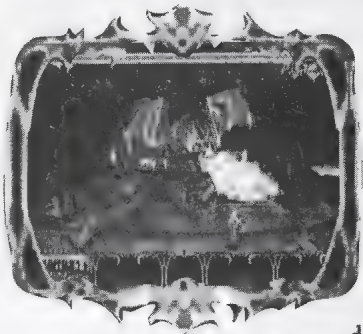
Power-Up

- 3-Way Shot

Strategy

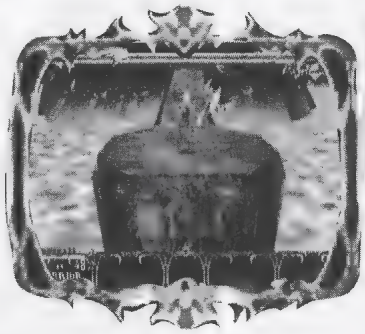


Enter the Mountain Realm gate VI to fight the realm's boss, the Dragon. Hold off on this battle until you've acquired the Ice Axe from the "Dungeon of Torment" level in the Castle Realm.



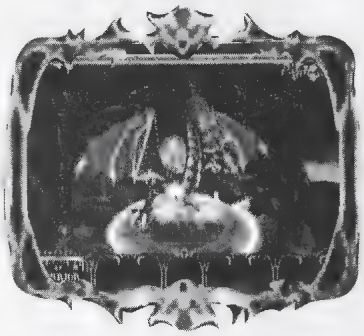
The Dragon has three distance attacks and one swipe attack. The swipe occurs only at close range; keep your distance and you can avoid it. Its distance attacks are the fire blast, fireball, and shockwave stomp. They inflict large amounts of damage, so jump behind a barrier if you can.

If you have the Ice Axe, your hero will appear holding it at the level entrance. Proceed down the path and ascend in the elevator to engage the Dragon.

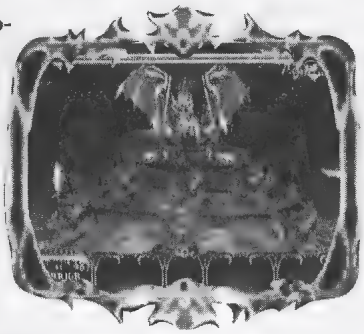


Your character uses the Ice Axe automatically at the top. The Ice Axe paralyzes Dragon briefly and reduces its life meter considerably. Take this opportunity to begin your assault. The Dragon won't stay this way long.

Use a hide-shoot-run strategy and you can take out Dragon in time. If you're feeling more adventurous, you can get closer and use a turbo attack or magic potion.



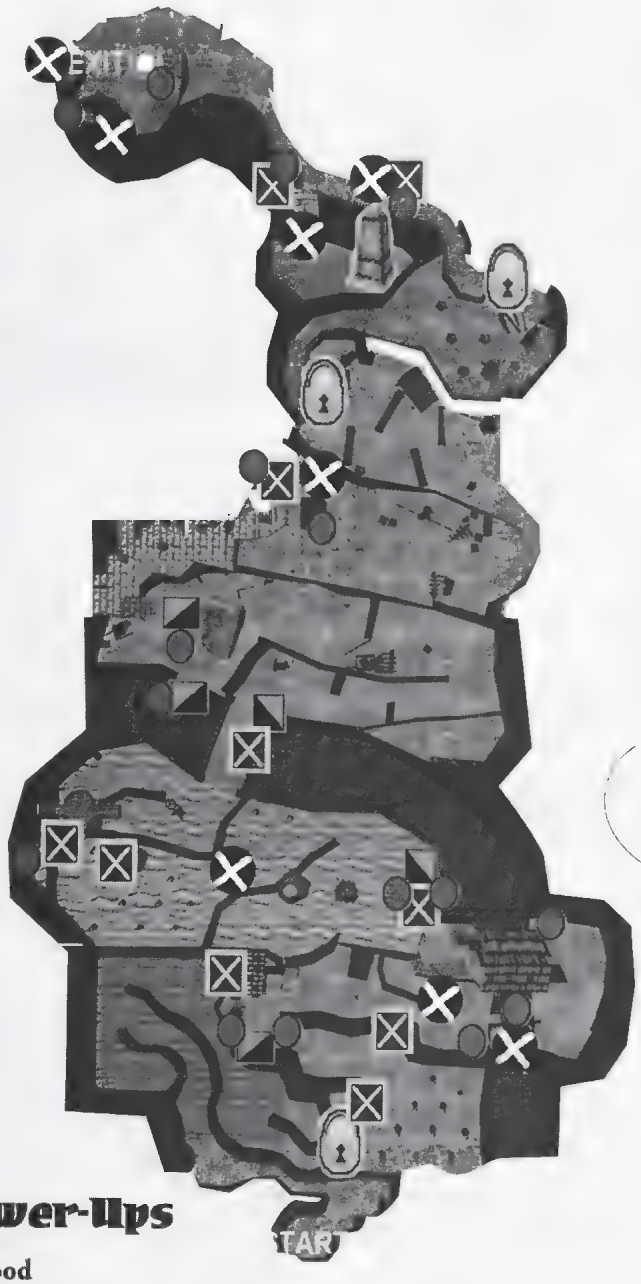
Barriers in the area provide limited cover from some of Dragon's attacks, but disintegrate quickly as the Dragon pummels them again and again with fireballs. The center barrier nearest the elevator leaves behind a 3-Way Shot.



After you defeat the Dragon, you'll receive its shard. Be sure to pick up as many coins lying about the area as you can. Following a brief animated sequence, you return to the tower.

Castle Realm

Poison Fields



CASTLE REALM

Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

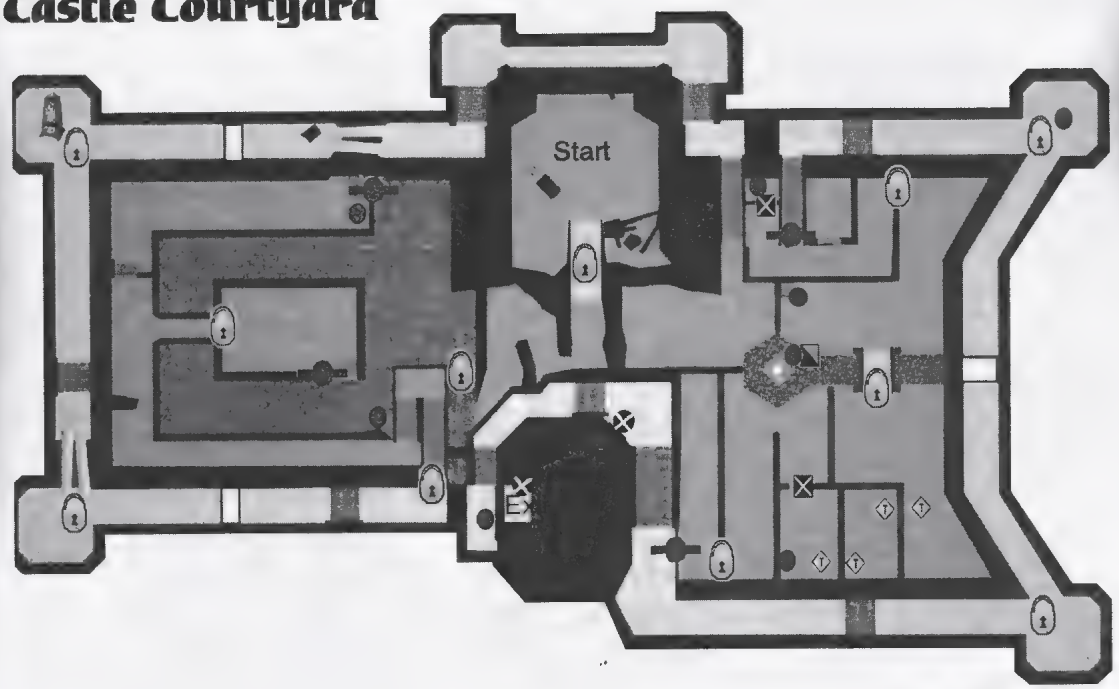
Enemies

- Zombies
- Maggots
- Bowmen
- Bombers
- Kamikazes
- Death
- Wood Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Acid Breath
- Stop Time
- Electric Shield

Castle Courtyard



Goals

- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Grunts
- Giant Rats
- Bowmen
- Bombers
- Kamikazes
- Death
- [illegible]ite Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Reflective Shield
- Rapid Fire

Tower Armory

Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: Yes

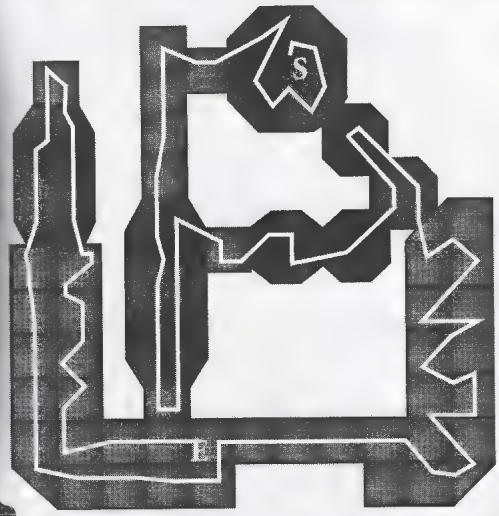
Enemies

- Undead Knights
- Giant Rats
- Bowmen
- Bombers
- Kamikazes
- Death

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Levitation
- Speed Boost

Secret Level: Space Station 5



Castle Treasury

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Reflective Shot
- Shrink Enemies
- Levitation
- Acid Breath
- Fire Shield
- Invulnerability (Gold)
- Invisibility

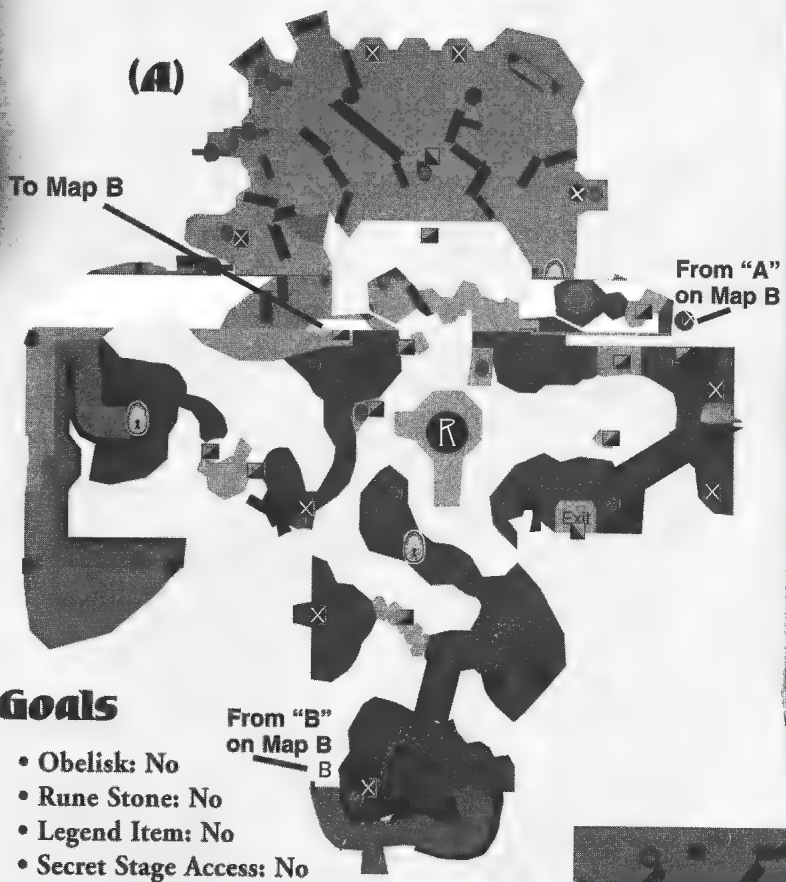
Enemies

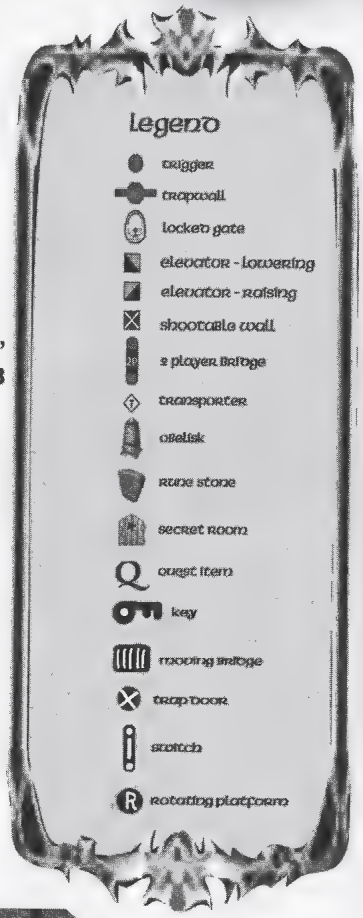
- Grunts
- Giant Rats
- Bowmen
- Bombers
- Kamikazes
- Death
- Granite Golem

Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

Bonus Level: Mausoleum





Goals

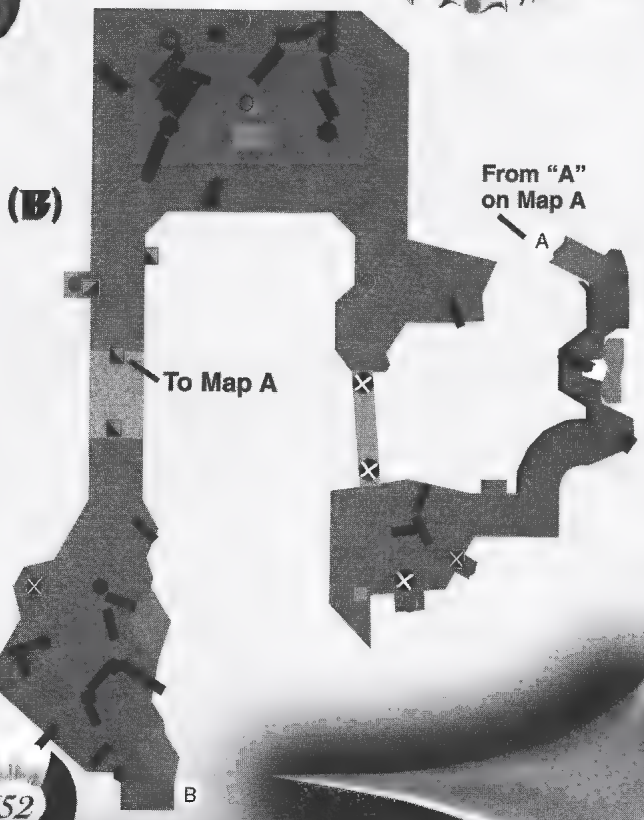
- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Zombies
- Maggots
- Bowmen
- Bombers
- Kamikazes
- Death
- Wood Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Rapid Fire
- Electric Shield
- Invulnerability (Silver)



Dungeon of Torment

Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: Yes
- Secret Stage Access: No

Enemies

- Grunts
- Giant Rats
- Bowmen
- Kamikazes
- Death

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 3-Way Shot
- Phoenix
- Fire Amulet
- Invisibility

BOSS BATTLE: CHIMERA'S KEEP

Goal

- Kill Chimera

Enemy

- Chimera

Power-Up

- Food

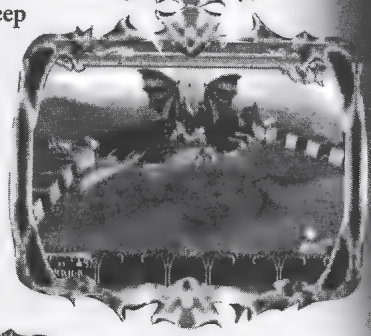
Legend Item Needed

- Scimitar of Rasha

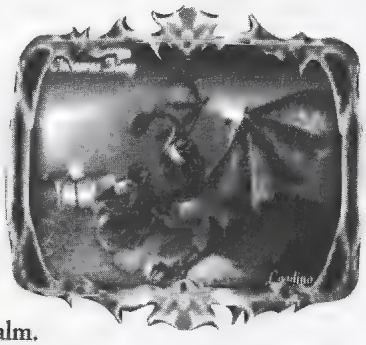
Strategy

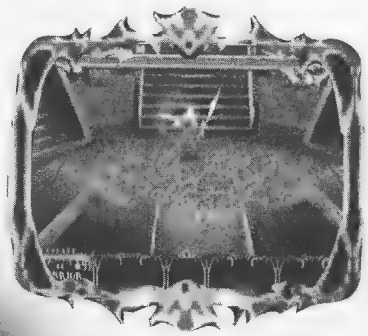
This battle will be a long one, indeed. There's little in the way of cover, but at least a lone food power-up lies near the platform. Trust me, you'll need it!

Chimera alternates between fireball attacks from either head (or both) and a spray attack. The spray attack is hard to dodge, but keep moving, anyway.

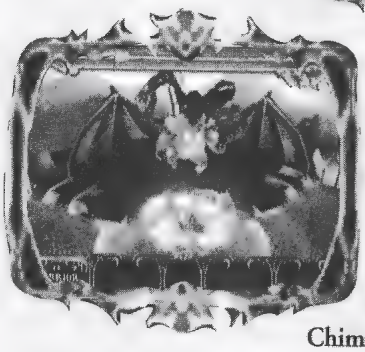


Enter the Castle Realm gate V to fight the realm's boss, Chimera. Hold off on this battle until you've acquired the Scimitar from the "Lost Caves" level in the Mountain Realm.

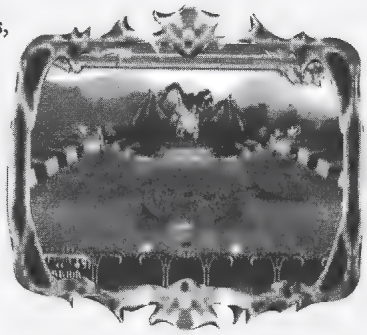




If you have the Scimitar, your hero will appear holding it at the level entrance. Climb the stairs ahead to engage Chimera.



Exhaust any magic potions you have and use your turbo attacks often. Whenever possible, aim for the middle of the beast to damage both heads at once. From time to time Chimera will flap its wings. When it does, launch a full assault before it returns to the ground. There are no additional power-ups here, so you're on your own.



At the top of the stairs, your character will hurl the Scimitar at the Chimera's lion head. Unlike your battle with Dragon, this Legend Item doesn't paralyze the boss. You must move quickly to avoid the Chimera's first assault.

After you defeat Chimera, you'll receive its shard. Take as many coins from the area as you can. Following a brief animated sequence, you'll return to the tower.

Desert Realm

City Ruins

Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

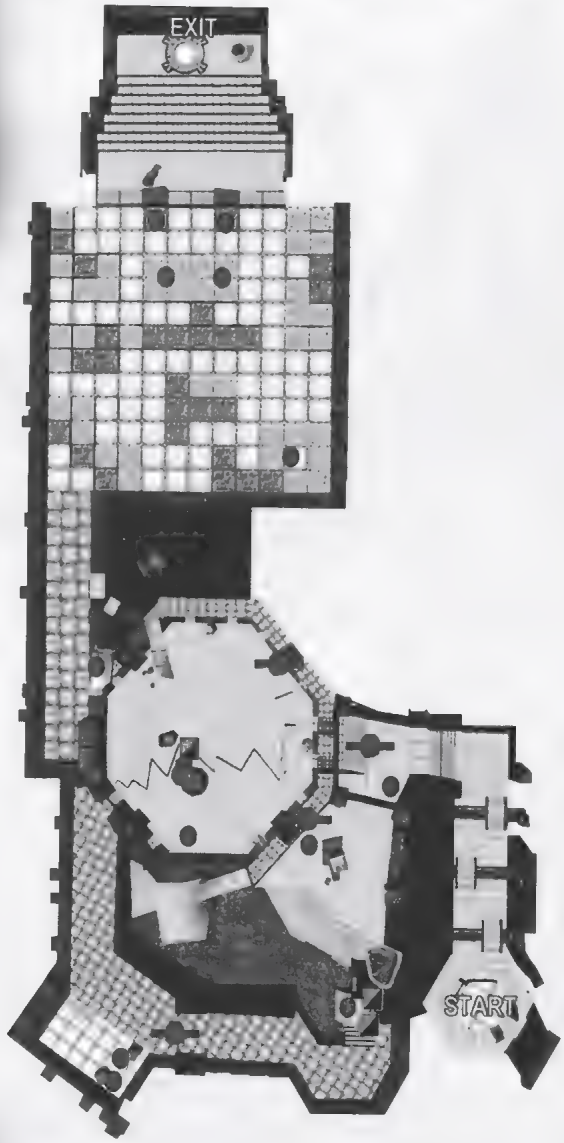
Enemies

- Grunts
- Cobras
- Bowmen
- Bombers
- Kamikazes
- Death
- Sand Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 3-Way Shot
- Speed Boost
- Time Stop
- Rapid Fire
- Lightning Breath
- Thunder Hammer

Temple of the Magi



Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

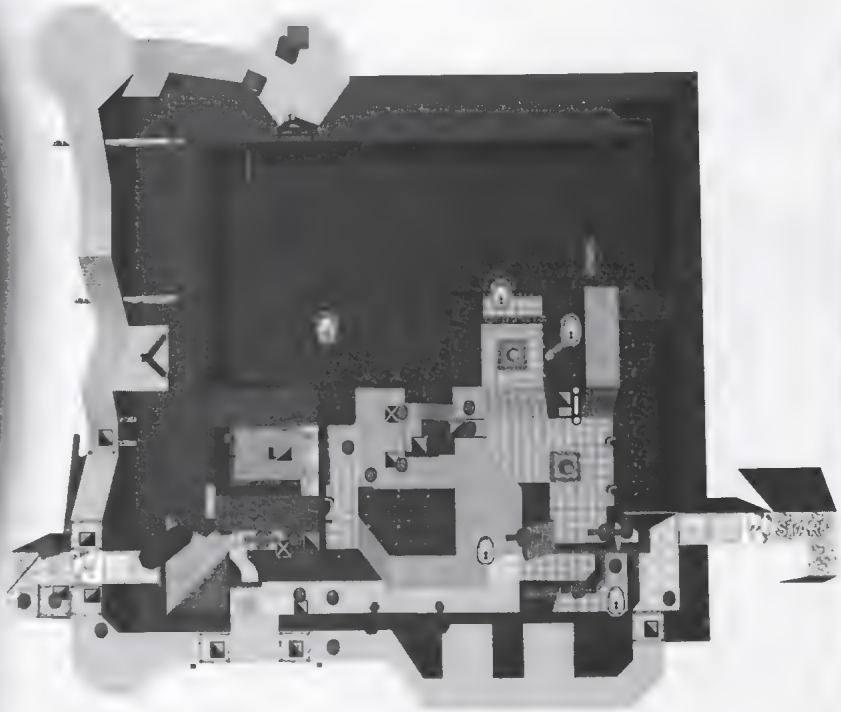
Enemies

- Grunts
- Cobras
- Bowmen
- Bombers
- Kamikazes
- Death
- Sand Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Reflective Shield
- X-Ray Glasses
- Fire Breath
- Levitation

Mystic Pyramid (A)



(B)

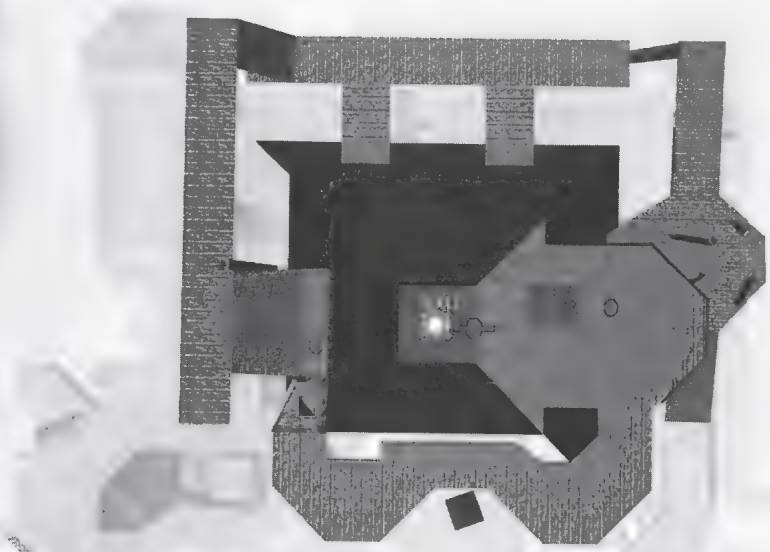
Goals

- Obelisk: Yes
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: Yes

Enemies

- Grunts
- Cobras
- Bowmen
- Bombers
- Kamikazes
- Death
- Sand Golem

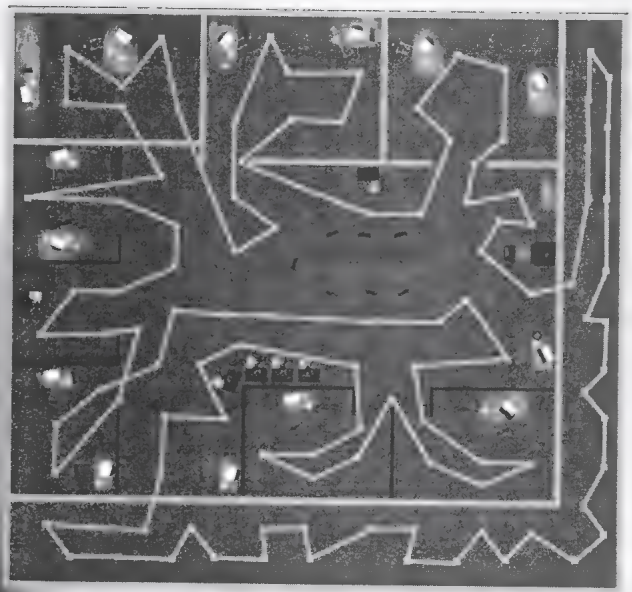
(C)



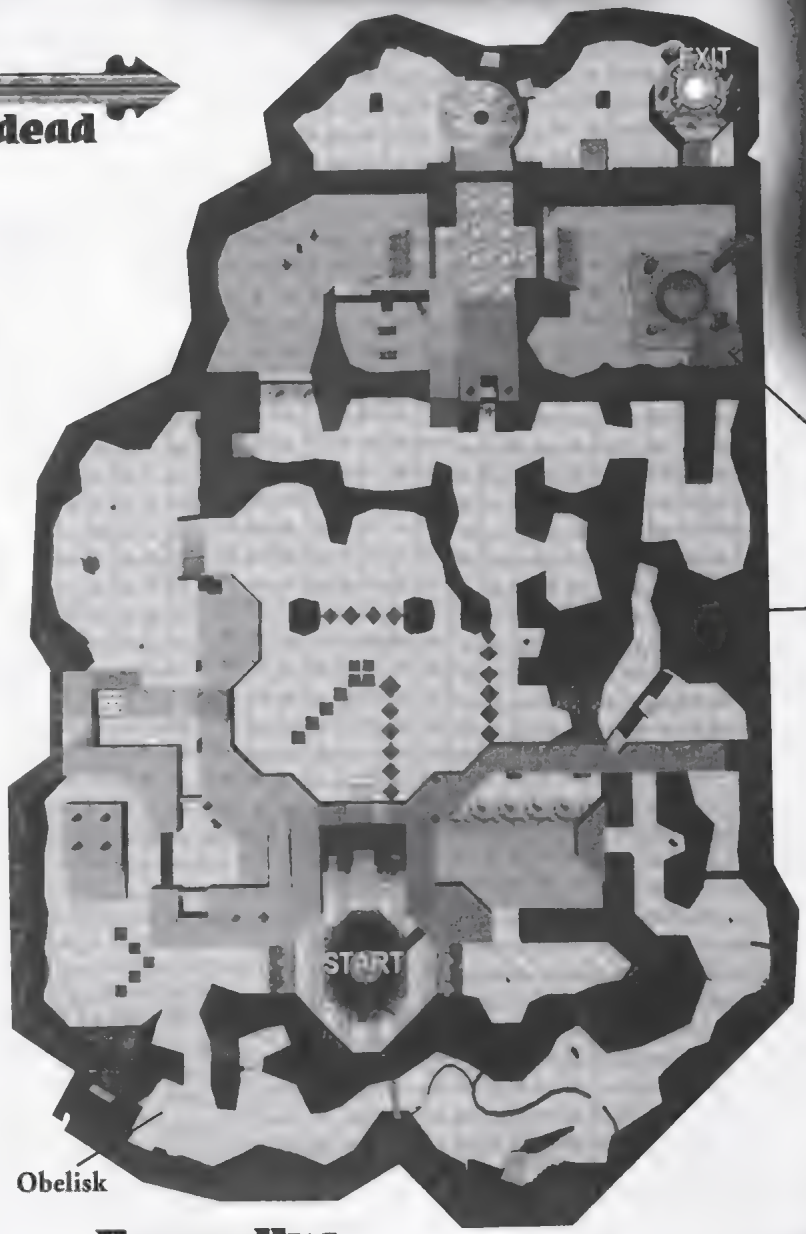
Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 3-Way Shot
- Lightning Shield
- Invisibility
- Light Amulet
- Speed Boost

Secret Level: Midway Level



Tombs of the Undead



DESERT REALM

Goals

- Obelisk: Yes
- Rune Stone: Yes
- Legend Item: Yes
- Secret Stage Access: No

Enemies

- Mummies
- Cobras
- Bowmen
- Bombers
- Kamikazes
- Death
- Sand Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Reflective Shot
- Shrink Enemies
- Halo
- Speed Boost
- Rapid Fire

BOSS BATTLE: GENIE'S SANCTUM

Goal

- Kill the Genie

Enemy

- The Genie

Power-Ups

- Food
- Light Amulet

Legend Item Needed

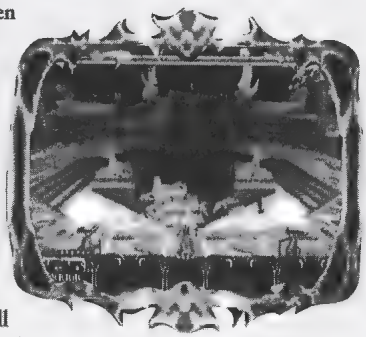
- Blue Lamp

Strategy

Enter the Desert Realm, gate V, to fight the realm's boss, the Genie. It's best to hold off on this fight until you've acquired the Blue Lamp from the "Gnarled Branches" level in the Forest Realm.

If you've acquired the Blue Lamp, your hero will appear holding it at the level entrance. Proceed down the stairway to engage the Genie.

The Genie appears when you reach the bottom of the stairs. At this point, your character will use the Blue Lamp. The Genie reacts briefly, and you'll see black smoke indicating that the lamp was used. Notice that the Genie's health diminishes slightly. It all occurs rather quickly, so don't get caught up watching. The Genie attacks soon thereafter.

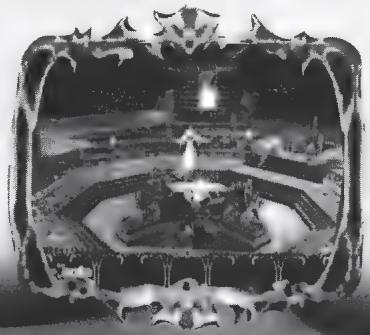


The battle with the Genie will probably cost you a <I>lot<I> of health. There's a lone food power-up, but you'll need a lot more than that to win. Around the opposite side of the food, you'll find a Light Amulet. It's a small help, anyway.

The Genie attacks with a little of everything. Besides swords for close physical attacks, the red eye on the top of his head will blast you if you stay still for too long. He also will perform an odd sweep maneuver to try and catch you on the run. Be on the lookout for a whirlwind attack that will knock you down if it gets close. The whirlwind is a tough one, because it lasts a couple of seconds, which gives the Genie time to move in for another volley. There's little you can do to avoid the Genie's attacks. The best defense really is a good offense.

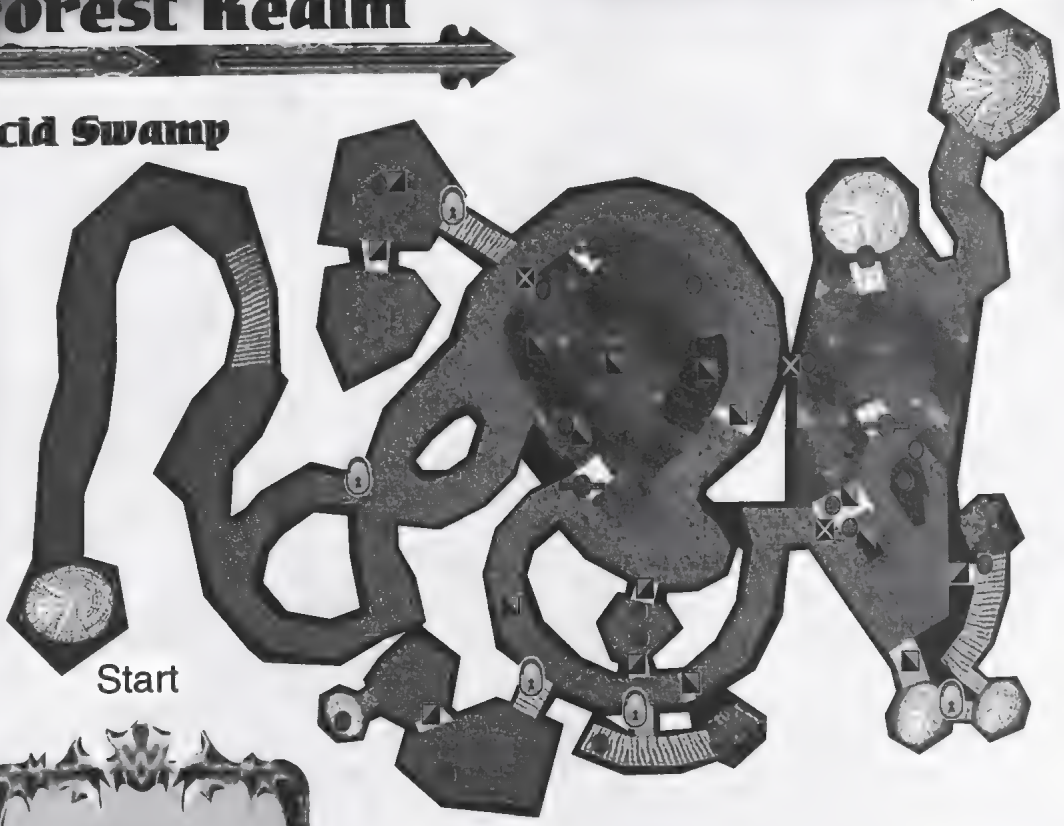
You'll find turbo attacks most effective against the Genie. He *is* a genie, so it makes sense that magic potions don't work terribly well. They inflict some damage, however, so use 'em if you've got 'em. Attack with your basic attack if you have nothing left. There's no sense in trying to aim anywhere with the Genie; just make sure you hit him. If you're desperate, try running laps around the area as close as you can get to the Genie. Most of his attacks will miss for a while. However, he'll wise up eventually and whip out the swords again.

After you defeat the Genie, you'll receive his shard. Also, make sure you pick up as many coins in the area as you can. Following a brief animated sequence, you'll return to the tower.



Forest Realm

Acid Swamp



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

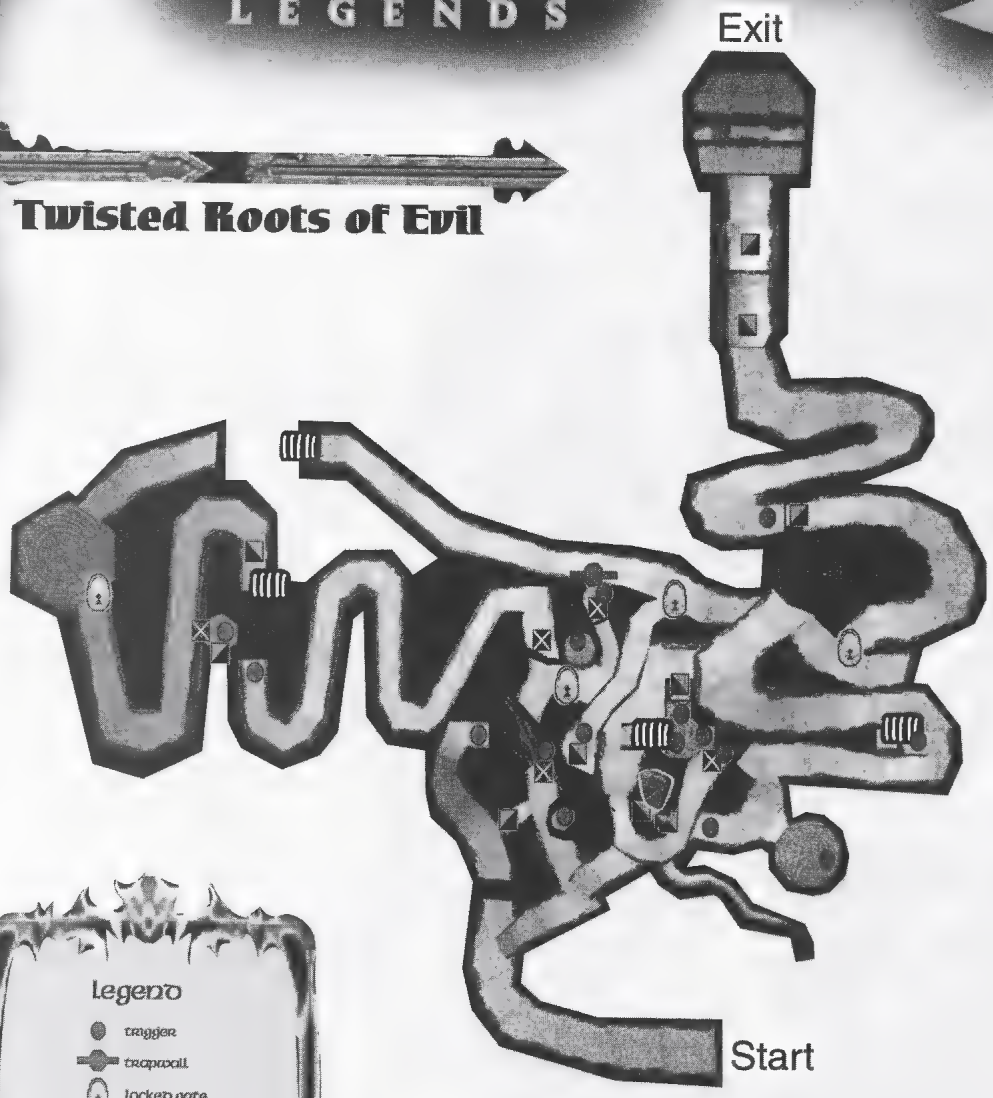
Enemies

- Grunts
- Spiders
- Bowmen
- Bombers
- Death
- Swamp Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Invulnerability (Silver)
- Super Shot
- Invisibility
- Shrink Enemies

Twisted Roots of Evil



Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: No

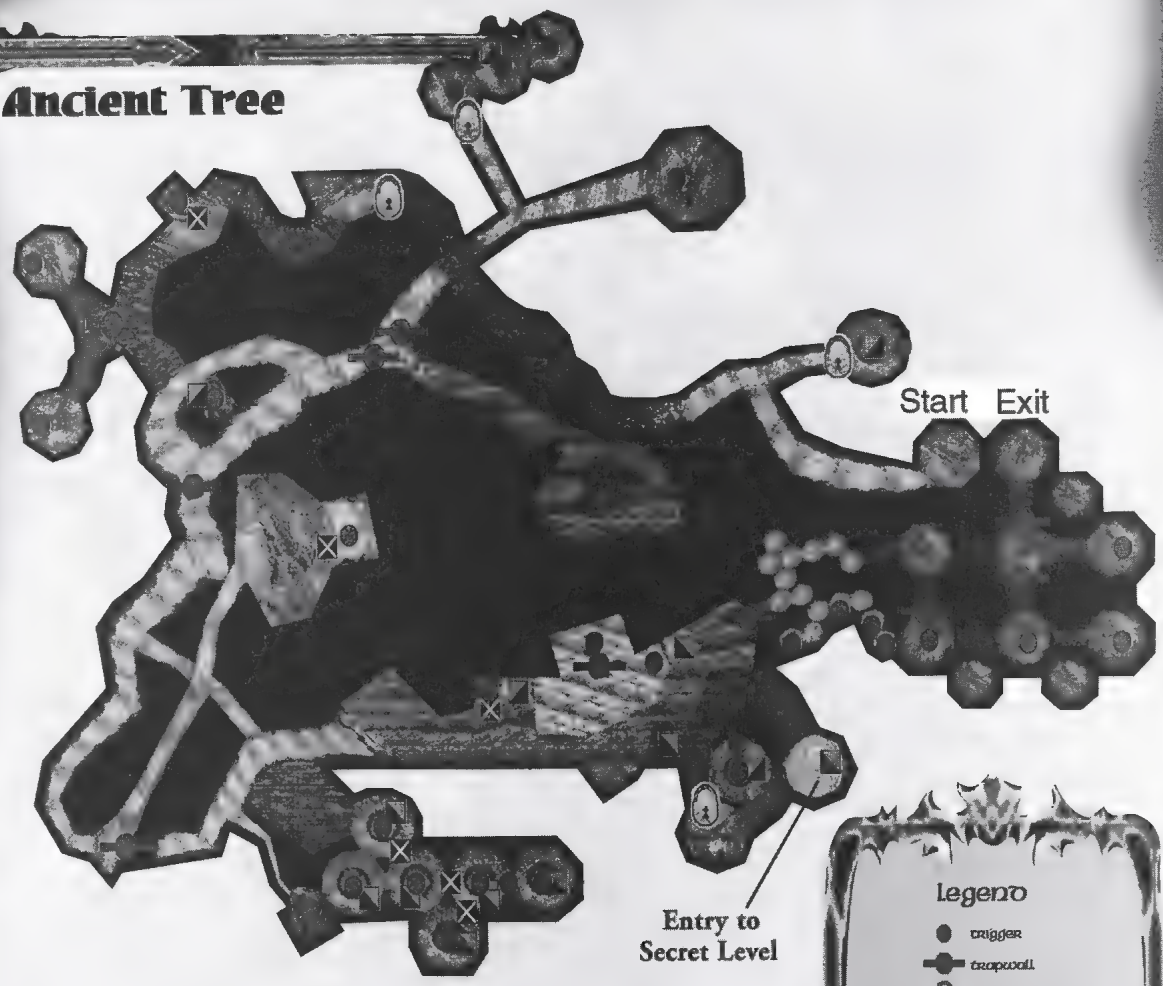
Enemies

- Grunts
- Spiders
- Bowmen
- Bombers
- Kamikazes
- Death
- Swamp Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Acid Amulet
- Halo
- Lightning Shield
- Super Shot

Ancient Tree



Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: Yes

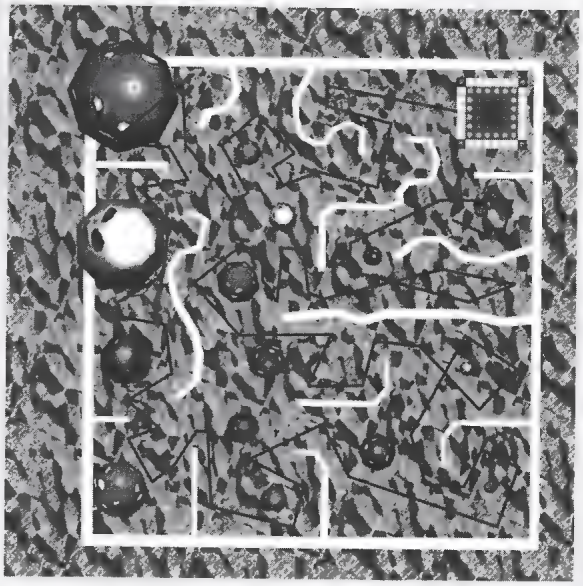
Enemies

- Trent
- Spiders
- Bowmen
- Bombers
- Kamikazes
- Death
- Swamp Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- 5-Way Shot
- Rapid Fire
- Lightning Breath
- Super Shot
- Shrink Enemies

SECRET LEVEL: Psychedelic Stun Chamber



Gnarled Branches

Goals

- Obelisk: No
- Rune Stone: Yes
- Legend Item: Yes
- Secret Stage Access: No

Enemies

- Grunts
- Spiders
- Bowmen
- Bombers
- Kamikazes
- Death
- Swamp Golem

Power-Ups

- Food
- Keys
- Gold
- Speed Boost
- Lightning Shield
- X-Ray Glasses
- Levitation

BOSS BATTLE: WEB OF THE QUEEN SPIDER

Goal

- Kill the Queen Spider

Enemy

- The Queen Spider

Power-Ups

- Food
- Speed Boost

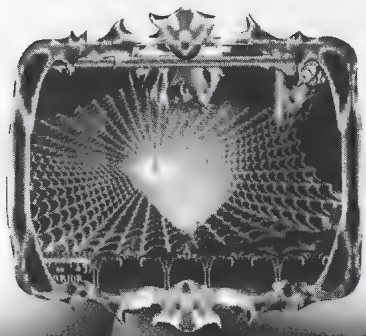
Legend Item Needed

- Poison Bellows

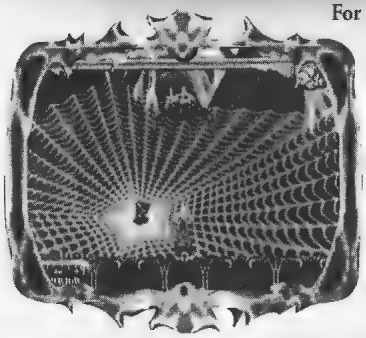
Strategy

Enter the Forest Realm gate V to fight the realm's boss, the Queen Spider. It's best to hold off on this fight until you've acquired the Poison Bellows from the "Tombs of the Undead" level in the Desert Realm.

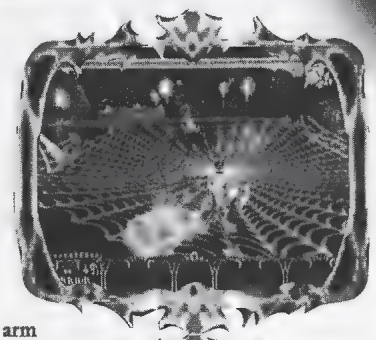
If you have the Poison Bellows, your hero will appear holding it at the level entrance. Cross the wooden bridge to reach the web and engage the Queen Spider.



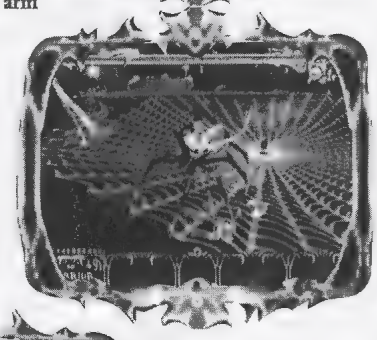
The Queen Spider appears when you step onto her web. At this point, your character will use the Poison Bellows. You'll see a puff of green smother the Queen Spider, and her health will go down slightly. Waste no time: move in and attack immediately. With all those legs, the Queen Spider can move quickly. You don't want to miss your chance.

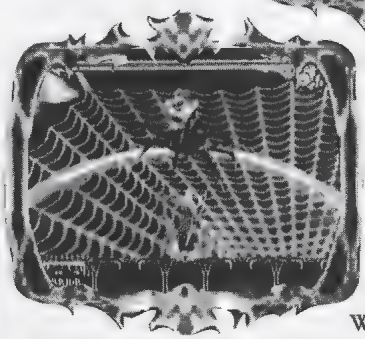


For the game's fourth boss, the Queen Spider is surprisingly easy. If you're prepared, the battle won't last long. You'll find one food power-up at the center of the web and a speed boost off to the side. The boost should help counter Queen Spider's impressive speed, but it lasts only briefly.

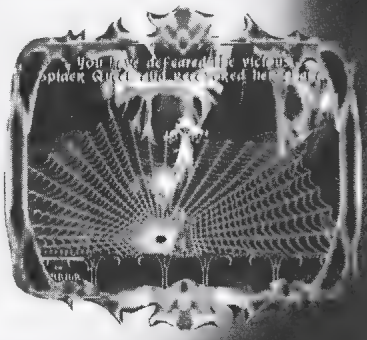


The Queen Spider's attacks aren't much to write home about. Typically, she shoots you with a sticky substance out the top of her head, or whips you with her tentacle-like right arm. The tentacle arm only applies at medium range, but if she manages to get closer, she'll resort to direct physical attacks. Overall, her greatest asset is her speed.





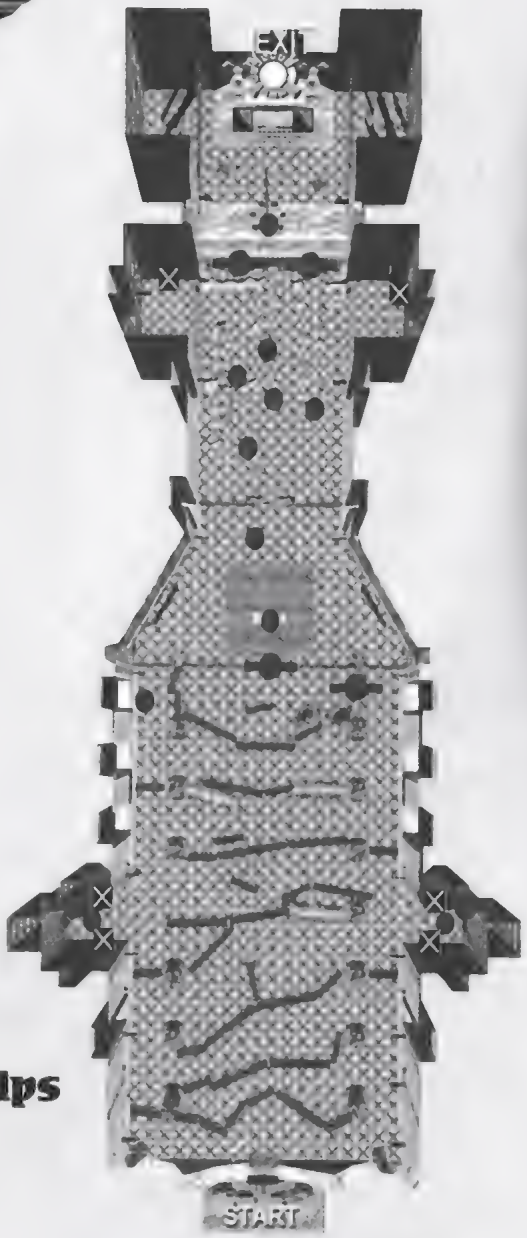
Any attacks you have will work with the Queen Spider. Obviously, turbo attacks and magic potions will cause the most damage. However, a good volley of your basic attack can be just as damaging. With this boss, I prefer to hold my ground and give her everything I've got until she's defeated. It might cost you a little more health, but the time you save is worth it. And, besides, you can just get more afterward.



After you defeat the Queen Spider, you'll receive her shard. Make sure to pick up as many coins in the area as you can. Following a brief animated sequence, you'll return to the tower.

Cathedral Realm

The Desecrated Temple



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: Yes
- Secret Stage Access: No

Enemies

- Grunts (from each realm)
- Death

Power-Ups

- Gold
- Stop Time
- Rapid Fire
- Halo
- Invisibility
- Reflective Shot
- Fire Amulet
- Shrink Enemies

BOSS BATTLE: ALTAR OF SKORNE

Goal

- Defeat Skorne

Enemy

- Skorne

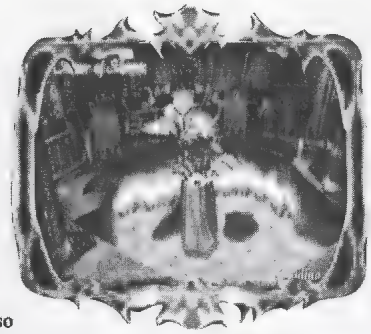
Power-Ups

- None

Legend Item Needed

- Soul Savior

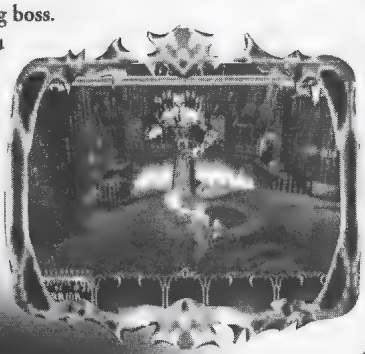
Strategy

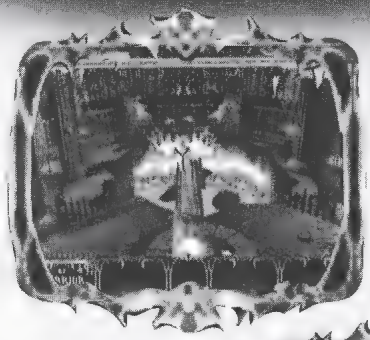


The battle with Skorne begins immediately after you complete "The Desecrated Temple." You won't return to the tower beforehand. However, you will have the opportunity to purchase items. Make sure you're full on potions. It's also wise to pick up some additional power-ups, if you can afford them. I recommend the 3-Way Shot and Rapid Fire, at least.

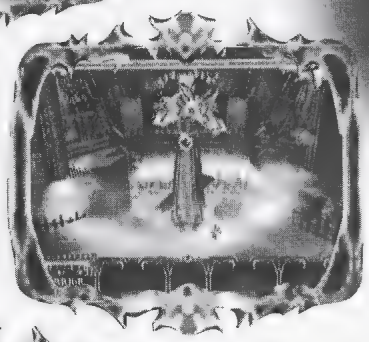
You should have picked up the Soul Savior in "The Desecrated Temple" level; good luck to you if you didn't. Assuming you did, however, your character will appear with the Soul Savior in hand at the start of the battle. Skorne makes a rapid entrance, so your character must be quick to use the Soul Savior. It's good for a small slice of Skorne's health meter.

Skorne is an impressive-looking boss. One look at his armor tells you he means business. He won't waste any time with this battle, so you shouldn't either. Skorne has a variety of attacks, so stay on your guard. He likes to throw balls of acid, fire, and lightning, among other attacks.

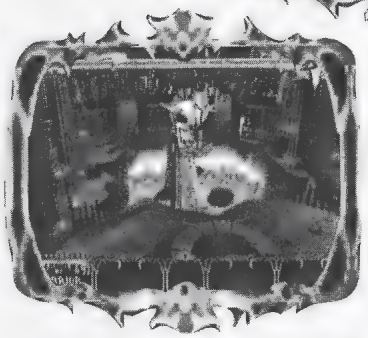




There's his Light Breath.



And his Shockwave.



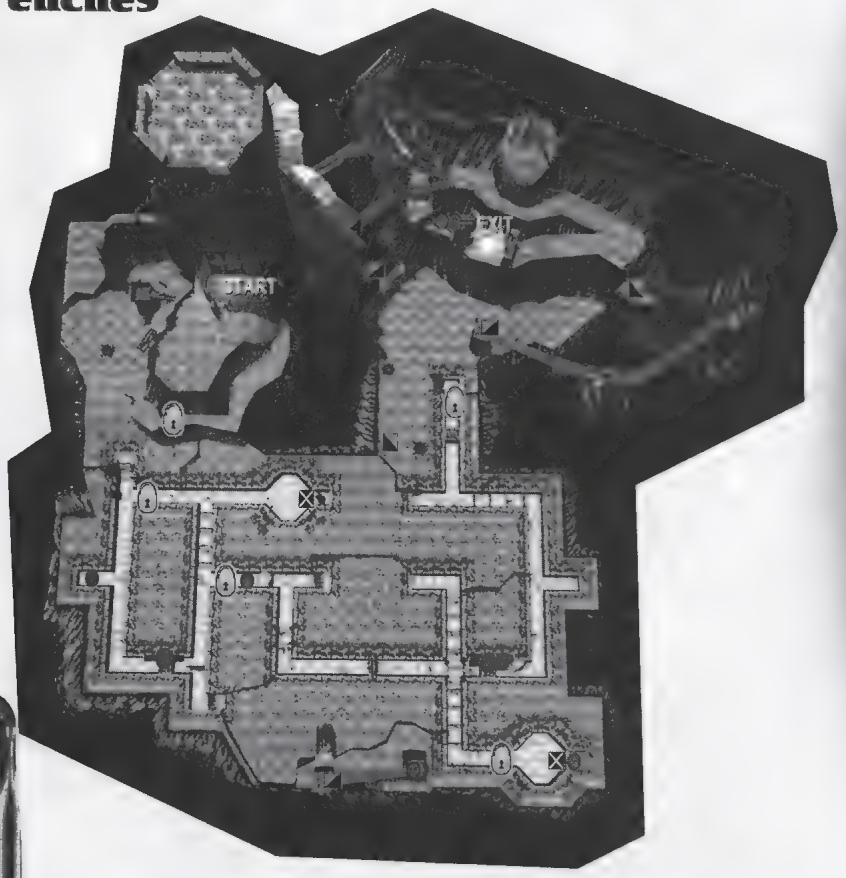
My personal favorite is when he picks your character up in his mighty glove and smashes you into the ground. Now *that's* impressive.

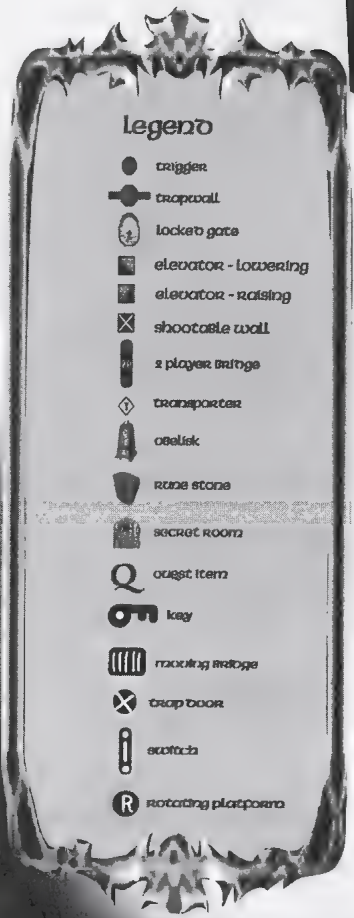
Use any attack in your possession to bring down Skorne. Turbo attacks are nice, but nothing's too good for this one. Now's the time to use up all those magic potions you saved. Good Luck!

After you defeat Skorne, collect parts of his Armor for your own limited use. Following a brief animated sequence, you'll return to the tower.

Battlefield

The Battle Trenches





Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

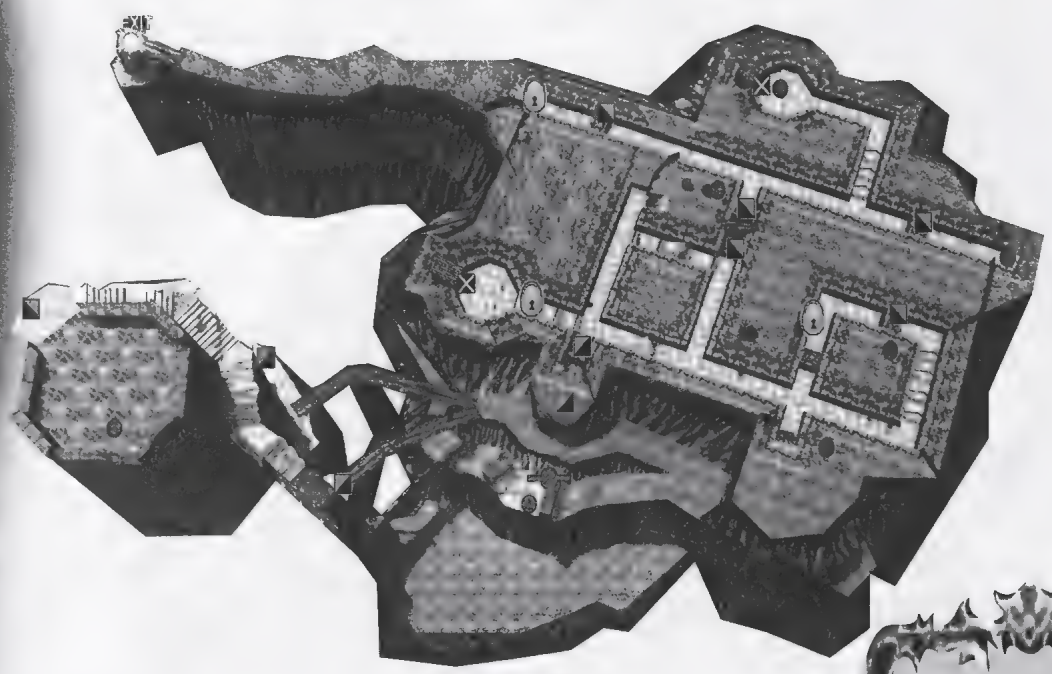
Enemies

- Skeletons
- Hell Hounds
- Bowmen
- Bombers
- Kamikazes
- Death
- Wood Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Thunder Hammer
- Shrink Enemies
- Speed Boost

Battle Trenches 2



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Skeletons
- Hell Hounds
- Bowmen
- Bombers
- Kamikazes
- Death
- [illegible]od Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Speed Boost
- Time Stop
- Fire Shield
- Halo
- Fire Breath

Fortified Towers

Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Skeletons
- Hell Hounds
- Bowmen
- Bombers
- Kamikazes
- Wood Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Fire Breath
- 3-Way Shot
- Shrink Enemies

Fortified Towers 2

Goals

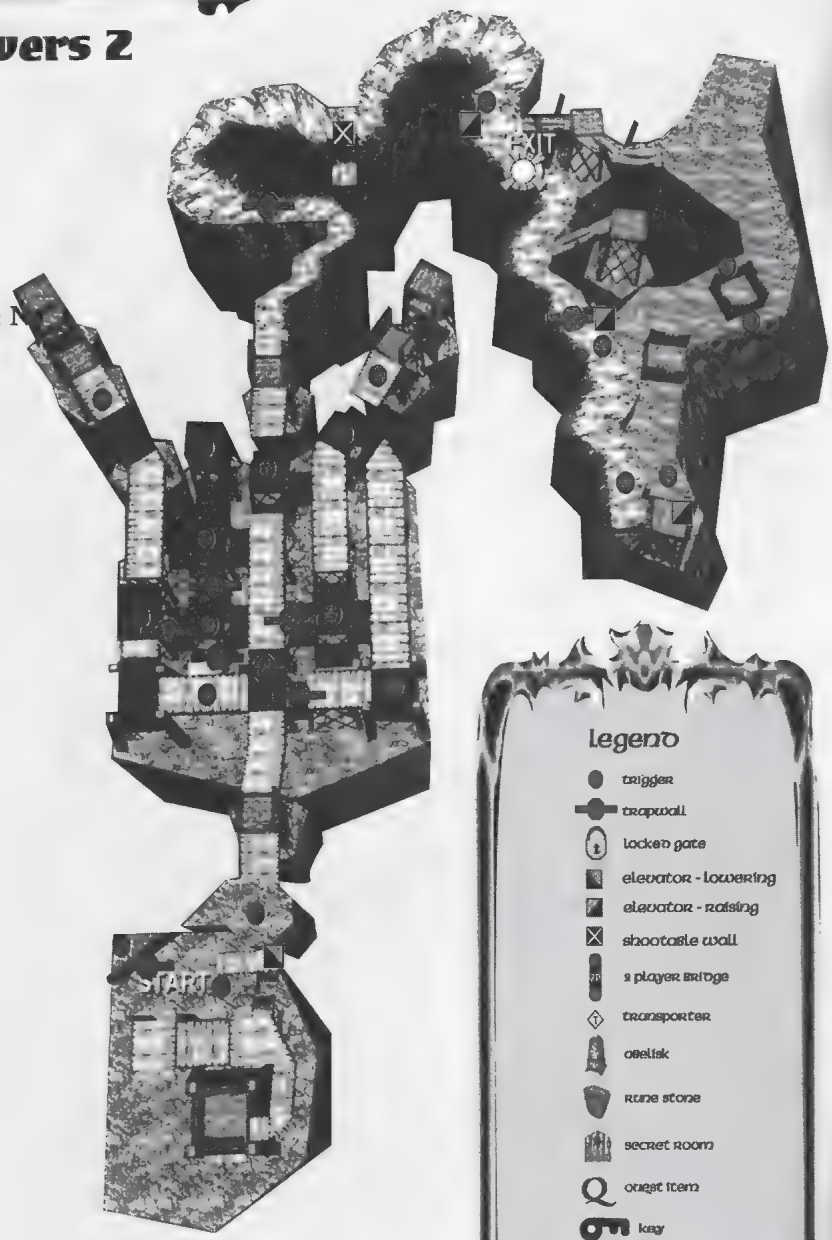
- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: N

Enemies

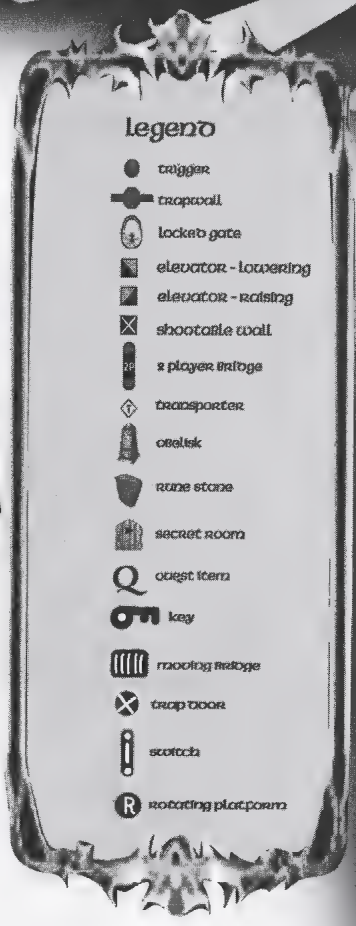
- Skeletons
- Hell Hounds
- Bowmen
- Bombers
- Kamikazes
- Wood Golem

Power-Ups

- Food
- Keys
- Gold
- Magic Potions
- Speed Boost



Infernal Fortress



Goals

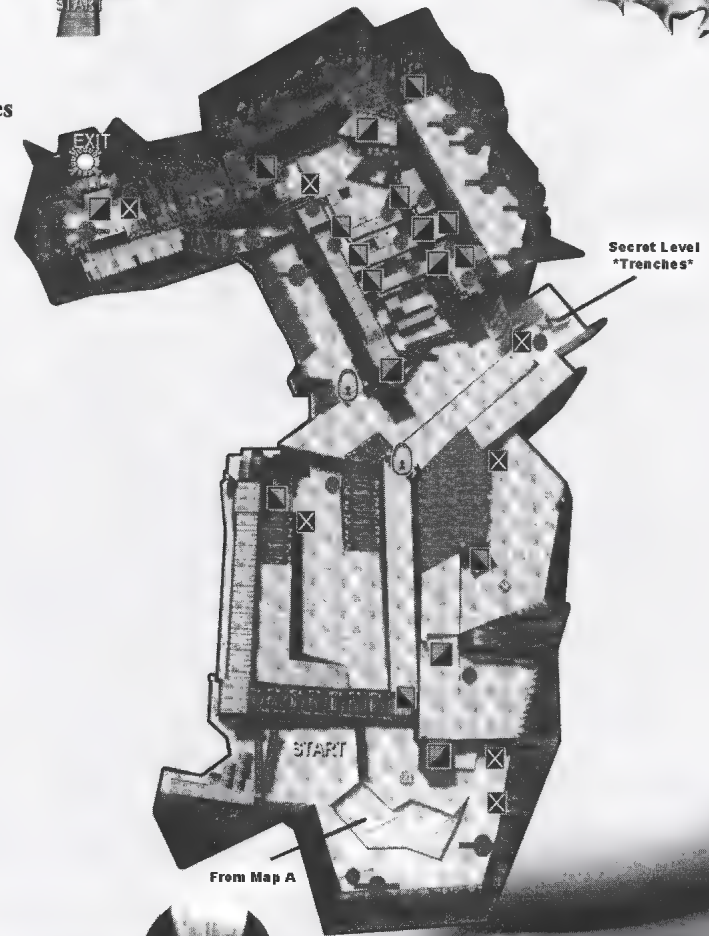
- Obelisk: No
- Rune Stone: Yes
- Legend Item: No
- Secret Stage Access: Yes

Power-Ups

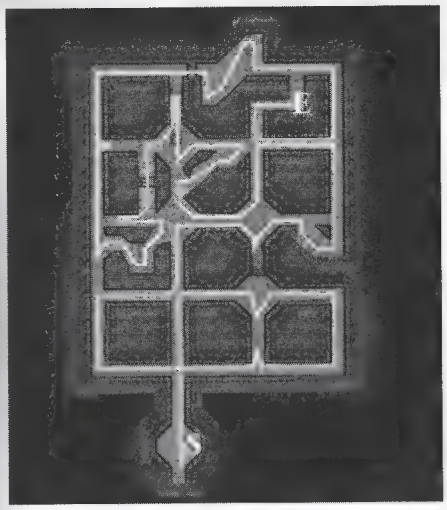
- Food
- Keys
- Gold
- Magic Potions
- Speed Boost
- Invisibility
- 3-Way Shot
- 5-Way Shot
- Fire Breath
- Halo

Enemies

- Skeletons
- Hell Hounds
- Bowmen
- Bombers
- Kamikazes
- Death
- Wood Golem

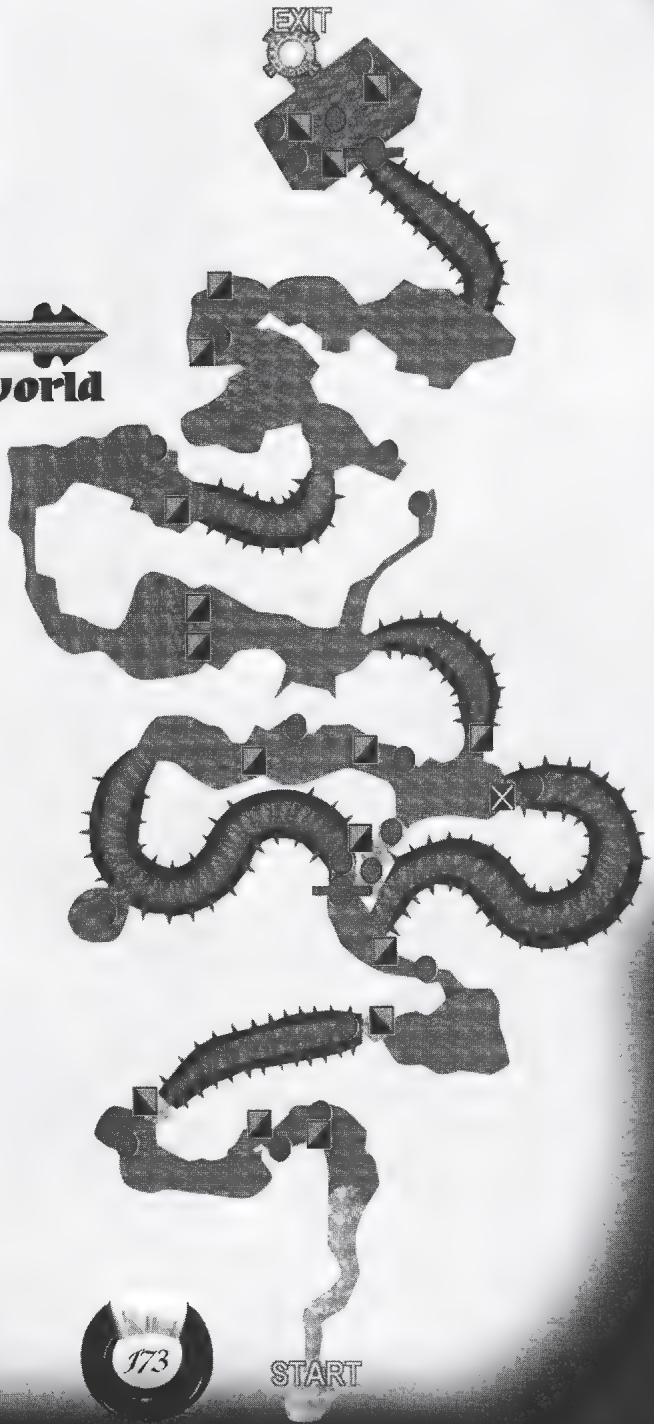


Secret Level: Shadow Maze



Underworld

Gates of the Underworld



Goals

- Obelisk: No
- Rune Stone: No
- Legend Item: No
- Secret Stage Access: No

Enemies

- Demons
- Undead Knights
- Mummies
- Trent
- Fire Golems

Power-Ups

- Magic Potions
- Reflective Shield
- Speed Boost
- Thunder Hammer
- Reflective Shot

FINAL BATTLE: THRONE OF SKORNE

Goal

- Defeat Skorne

Enemy

- Skorne

Power-Ups

- None

Legend Item Needed

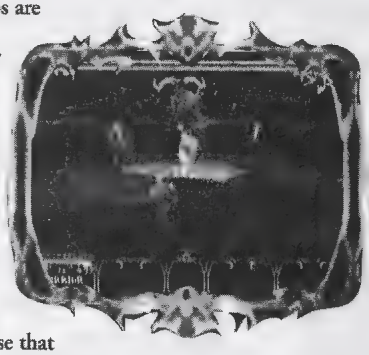
- None

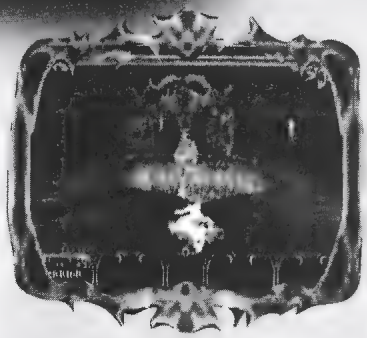
Strategy

Well, here you are—the game's final battle. It's finally time to defeat Skorne once and for all. Don't be conservative with your gold after completing "Gates of the Underworld." I recommend everything—Rapid Fire, 3-Way Shot, Phoenix, Fire Shield, Gold Invulnerability—get it all. Skorne is one tough cookie, so be prepared.

The battle takes off quickly. Be sure you're prepared with enough protection to last a brief while. Use this opportunity wisely: you want to score as many hits as you can before your power-ups run out.

Once your power-ups are gone, it's time to think strategically. If you watch carefully, you can pick up on his attacks before he launches them. Also, be mindful of where you step. The ground breaks up along the edges. Every time you step close enough, you lose that much space to dodge attacks in.

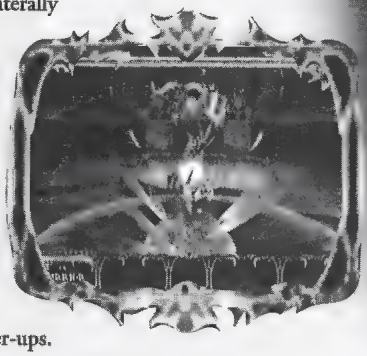




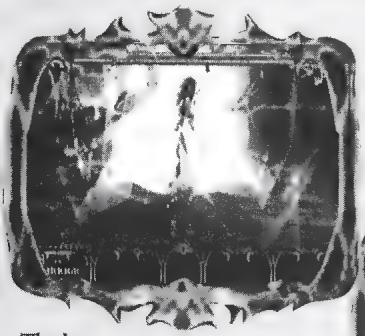
Skorne still loves to pelt you with fireballs. Fortunately, these bad boys are easy to dodge. Unfortunately, it's not all he attacks with.

Skorne's Shockwave is most devastating. Worse, you can't really avoid it. Try to stay out of the medium range, where he tends to use it most.

You'll remember his Light Breath from before. It still packs quite a punch. You can dodge this attack, however, because it won't track you after it's launched. It's also easy to recognize: just watch for Skorne's head to rear back as he flexes his arms in front. A new attack this round is his Spray attack. Skorne brings his wings together in front, and then releases a spray of energy outward. Try to avoid this one by running laterally as you see him get ready.

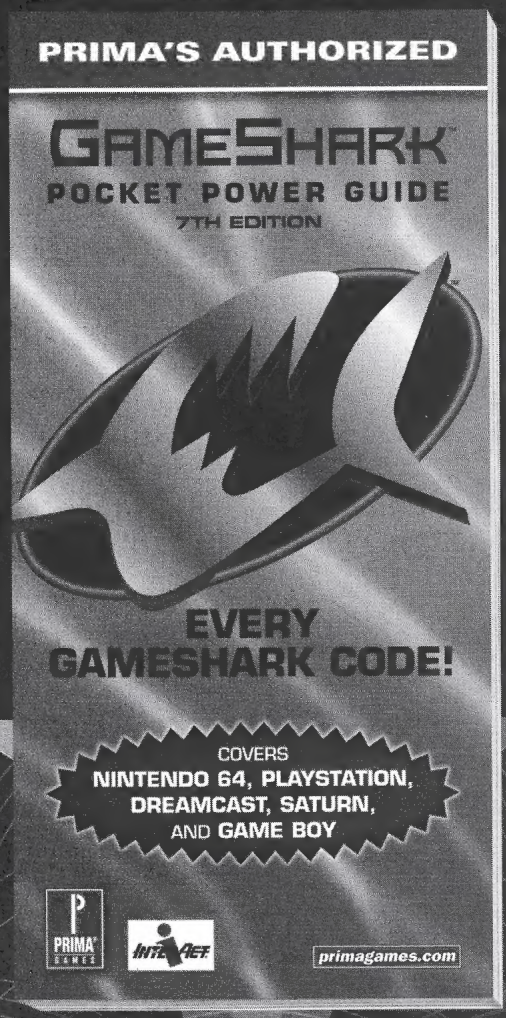


Use everything that's worked for you in the past. Turbo attacks work well, as do magic potions. You can't use those often, however, so you'll probably use your basic attack throughout most of the fight. Don't stress over it, and keep your cool. The battle may be long, but you can win easily if you've started off strong with power-ups.



Once Skorne has had enough, he'll hang his head in defeat, and then self-destruct in a flash of light.

That's it—you've won! Congratulations!



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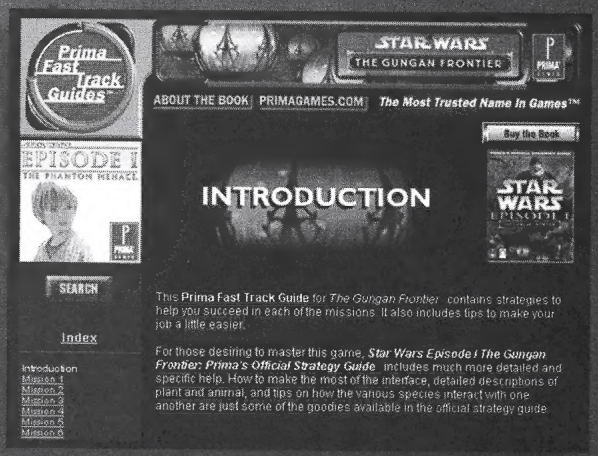
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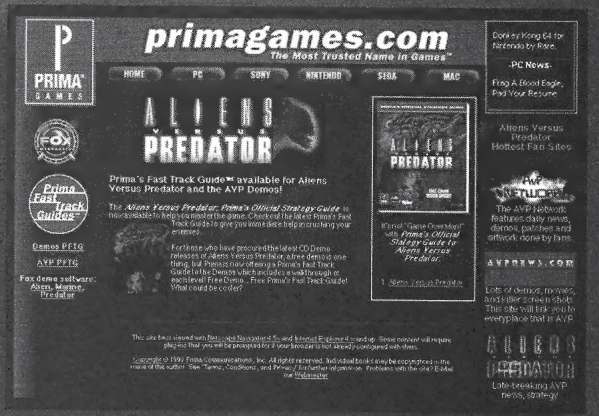

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